Privateer Press™

NO QUARTER™
MAGAZINE

ISSUE Nº-17
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WARMACHINE®

LEGENDS ON THE RISE
NEW LEGENDS SOLOS & ALLIES

HONOR AND PAIN
THE CATAPHRACT IN GUTS & GEARS

LEGENDARY BATTLES
A CYGNAR VS. PROTECTORATE
BATTLE REPORT

PLUS!
MAXIMIZING ANIMI IN HORDES
SIEGE IN THE GAVYN KYLE FILES
AND BUILDING MINE TERRAIN

MARCH 2008
8 75582 00358 5

AND EVEN MORE CONTENT FOR: HORDES IRON KINGDOMS™

FIRE IN THE HOLE

Give Like You've Got a Pair!

At the time of this writing, winter has its wet, clammy hands firmly on the Pacific Northwest (snow is rather elusive around here, but the rain has no such qualms) and spring seems like a distant dream. When you read this, however, the trees will be budding and the flowers growing. With spring comes feelings of renewal, new beginnings, hope, and optimism, and these perfectly match something else we here at Privateer Press have lately witnessed growing—a spirit of giving.

We saw a sharp rise in 2007 of game clubs, stores, and individual players going above and beyond the call of duty (not to be confused with the League with a similiar name—see pg. 82 for more on that) and mixing their love of WARMACHINE and HORDES with charity events. These players tied their tournaments to a wide variety of causes and raised both money and awareness while engaging in raging battles with their warjacks and warbeasts on the game table.

The Harvest Thralls focused on collecting can food for food banks in their communities and ended up gathering several 'jacks in weight of consumables for the hungry. Dozens of stores, including some in Canada and Australia, participated in this massive event. The Play to Save a Life tournament focused on raising breast cancer awareness with the Pink and Black Campaign in Boston. For more info on these and other events, see News From the Front on page five.

So what does this all mean? Well, it seems that gamers tend to be conscientious people. A quick search on the Internet pops up hundreds of different drives and events hosted by role-players, video game players, and of course, miniatures game players. Obviously, gamers like to give and because of the social, interactive nature of the hobby, they also like getting their friends, family, and community to join in wherever possible.

We here at Privateer Press would love to see this trend continue in 2008 and beyond. Talk to your local retailer to see if they would help host a food drive or other charity event at their store. Turn your passion for WARMACHINE and HORDES into something that benefits those in need. By doing so, you're not only bringing awareness to the games you love, you're also helping your community or cause with little effort and a hell of a lot of fun.

Speaking of the gift that keeps on giving, this issue of No Quarter continues the previews of models from *WARMACHINE: Legends* slated for release in April and May. Get the inside scoop on new Unit Attachments for Allies and a swath of deadly solos to take your factions up a notch (with Cryx geting something...different). We also start a new series in this issue: The Gamers' Journal, which highlights some of the "regular" game play that takes place both here at Privateer Press and some of our more notorious players. Also, there's more Monsterpocalypse goodness, detailing two of the humungous factions appearing in that game. For the next few issues, we'll be revealing more of the factions, along with peeks at the models, rules, and game play.

What are you waiting for? The New Year is already long gone. Why aren't you playing…and giving?

As always,..

Play Like You've Got a Pair!

Eric Cagle

—Managing Editor

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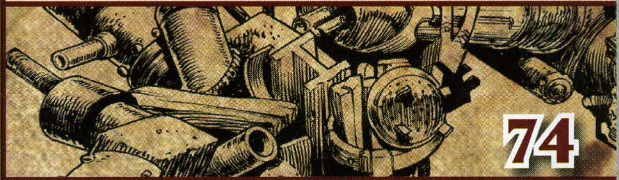


BOSUN'S CALL

LETTERS

Dear Hated Privateer Press,

I opened No Quarter #16 today fully expecting to spend lots of unearned money on unreleased figures. Yes, I would buy Reznik, Mortenebra, and every other filthy preview your magazine had to offer. Yes, my imaginary bank account has traveled the time stream to pick up Gudrun the Wanderer and every single Privateer Press release you could fit on pages 8-10. And while I was lustily purchasing these imaginary soldiers with my imaginary salary, with my eyes looking past mostly everything else that was in the magazine, my eyes stopped.

They stopped on the Black 13th.

On page 68 you mention a unit of exemplary gun mages in the Iron Kingdoms and I knew, I KNEW that I had to pretend to role-play or DM a session with aspiring gun mages. And now I've posted on your message boards asking for advice on how to do this, and I'm spending imaginary money on rulebooks I don't yet have in order to see this scenario come to light, even if it might never ever be played.

So, this email is filled with all my hate and an imaginary blank check. Please don't spend it all in one place.

P.S.: I will also be sending my very real payment for limited edition Eiryss shipping.

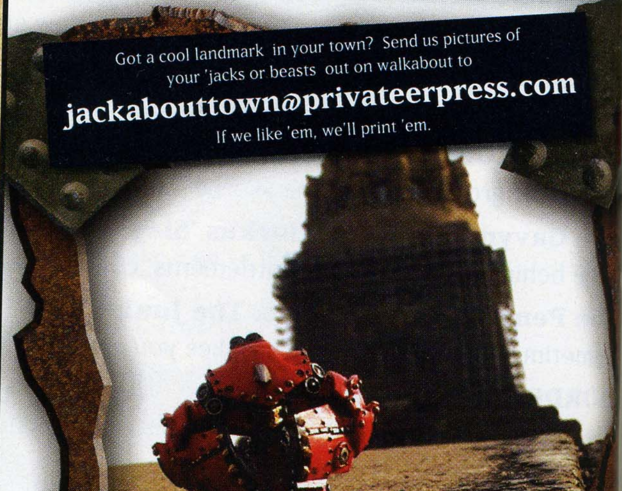
—Felix Flauta

If this is your definition of "hate mail" Felix, all we can say is "Thanks!" We're glad that you absolutely hated the gun mage rules provided in No Quarter #16 and that you're going to purchase the *Iron Kingdoms Character Guide* and *Iron Kingdoms World Guide* out of sheer spite. We're positive you'll mumble epithets under your breath as you go out, find some players, and labor at building a gun mage character for your gaming session. Don't worry—you'll have plenty more to bemoan this coming year. We're sure you'll despise us even more for including the RPG material we have planned for the Sign & Sigil and Secrets of Five Fingers series. We'll also cash that imaginary blank check from your imaginary bank account. Make it out to "Privateer Press" in the amount of "one soul". Just make sure it doesn't bounce, okay?

And yes, you should definitely send in your payment for the No Quarter Exclusive Eiryss model as soon as possible—they'll be around only as supplies last!

The holidays are long over, but this award is still keeping things cool. This "Gold Gobber Award" tree ornament (created by Danielle and Josh Hubbell) was given out to the Best Sportsman at the Tower of Games Winter Brawl in Chesapeake, VA.

Best Sportsman Award
350 pt Winter Brawl
12-22-2007


Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

Tino Päßler's Devastator mugs for the camera in front of the Völkerschlachtdenkmal (People's Battle Monument) in Leipzig, Germany. Okay, Americans, say that five times fast.

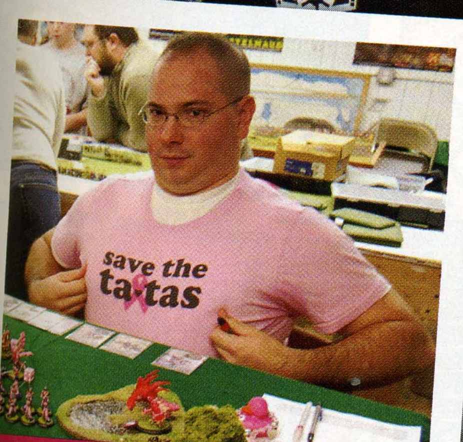
NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *submissions@privateerpress.com*

THINK PINK

PLAY TO SAVE A LIFE

Carmen Johnson, ambassador for the Pink and Black Campaign with all the players who made it such a great event.



We think Devilsquid's breast cancer awareness t-shirt speaks for itself.

The pink Legion of Everblight army that started the whole thing rolling.

Play to Save a Life began with a simple idea. Okinawa-based Press Ganger Yann Folange (Devilsquid to those on the forums) declared his intention to paint a pink Legion of Everblight army in remembrance of his mother who passed away from breast cancer. From there, the idea caught on with the Press Gang and expanded from an online painting competition to a full-blown benefit tournament.

On December 15th, 2007, New England players from several states gathered at the Hobby Bunker in Malden, Massachusetts for the first annual Play to Save a Life Tournament. Devilsquid himself even managed to arrange his travel to the states so that he could participate. This mixed format 750-point tournament allowed players to donate a few dollars each round to buy re-rolls throughout their games. Players also competed in the first Pretty In Pink painting competition—paint a model using predominantly pink. Between entry fees, re-rolls, and a contribution from the store, the players raised $450 for the Pink and Black Campaign (www.pinkandblack.org)——a Boston-area breast cancer awareness and advocacy organization.

Thanks to the punishing effectiveness of Baldur and the Circle Orboros, the top finisher in the tournament walked away with the grand prize—a custom engraved genuine pink Louisville Slugger baseball bat and a Bodgers Brew t-shirt. After a run-off judgement, Yann took the painting trophy back to Okinawa for his "oh so pretty in pink" Lylyth. The participants received pink rubber duckies and breast cancer awareness bracelets to remember the event.

Play to Save a Life will go on. Other groups have already begun planning similar events, and the New England Press Gangers look forward to taking it on an international scale. Keep your eye on No Quarter and the Privateer Press forums for updates and information on Play to Save a Life events near you in 2008!

REAPING THE THRALL HARVEST

HOBBY GAMING & MORE

The players at Gamer Grounds in St. Louis won the travelling t

No, babies are not food. Nice try.

This winter, generous WARMACHINE and HORDES players participated in the Thrall Harvest, a charity mixed-format food drive event for their local food banks. The organizers of the Thrall Harvest tell us they are very happy with this year's results.

At the time of this writing, 33 participating ventues are reporting that players donated a whopping 19,240 cans. St. Louis, the city with the most cans donated per player, has been awarded the traveling Foodmachine trophy for the year. Jason King of Springfield, MO took prize for the single most donations. The organizers look forward to another successful Thrall Harvest in the Fall of 2008.

Here is a list of the venues reporting in at the time of this writing:

Locale	City/State/Country	Overall Winner
Deakin Bridge Club	Canberra, Australia	Jason Wagoner
Magic Tower Games	Tucson, AZ	Cameron Price
Gamer's Loot	Avondale, AZ	Joe Weintraub
Gamer's Haven	Colorado Springs, CO	Ray Sevitts
Days of Knights	Newark, DE	Steve Gregory
Wizard's Wall	Melbourne, FL	
All About Games	Boise, ID	Rick Freeman
Critical Effect Games & Hobbies	Hobart, IN	John Lambeth
Games 2 Die 4	Indianapolis, IN	Jake Leeman
Louisville Game Shop	Louisville, KY	Brent Raymer
School of Comics	Mandeville, LA	Addison Moseley
The Hobby Bunker	Malden, MA	Tor
RIW Hobbies	Livionia, MI	Jake Van Meter
Meta-Games Unlimited	Springfield, MO	Sam Hazel
Gamer Ground	St. Louis, MO	Dave Dankel
Changing Hands Book Shoppe	Joplin, MO	Lee Alumbaugh
E.S. King Village Commons, NC State Univ	Raleigh, NC	Chad Ingham
The Inquisitive Coffee & Games	Albuquerque, NM	John Tiezen
Kings Games	New York, NY	Ken Hurt
Guardtower	Columbus, OH	Brian Ireland
Game HQ, Inc	Oklahoma City, OK	Kyle Watts
Myth Games	Calgary, ON, Canada	Andrew McCorkill
Knight Fall Comics	Portland, OR	
Comic Store West	York, PA	Jon Sirico
Legion Hobbies & Games	Pittsburgh, PA	Mike Meharey
Round Tables Games & Stuff	Conshohocken, PA	Josh Butker
Iconoclast Comics	DuBois, PA	Garrett Ambold
Dragon's Den Games	Sakatoon, SK, Canada	Ryan F
Dicehead Games	Chattanooga, TN	Ben Whitaker
Game Parlor	Woodbridge, VA	Aaron Skrivanek
Tower of Games	Chesapeke, VA	

For more details, including full stats on all the winners and donation amounts, visit :

www.harvestthralls.org

HAPPY ANNIVERSARY WARMACHINE PHILIPPINES!

While surfing the web for WARMACHINE and HORDES blogs for an upcoming report in No Quarter, I learned that the awesome gaming group WARMACHINE Philippines (http://warmachineph.blogspot.com/) has just celebrated their 2nd anniversary last August. A hearty Privateer salute goes out to all of you! If you have a gamer blog featuring WARMACHINE and HORDES, or if you part of a gaming club, we want to hear from you. Write us at:

noquarter@privateerpress.com

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Multiply the effect of connected contraptions by 2.
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more cards in his hand than you, he must then remove this card from the game.
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the top card of your opponent's s Pile on top of your Parts Pile.

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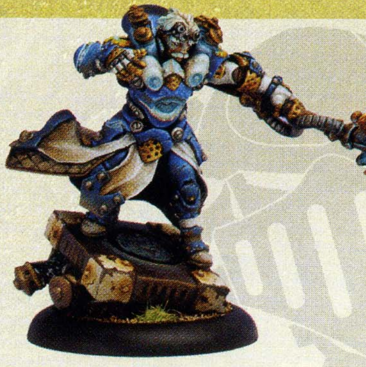
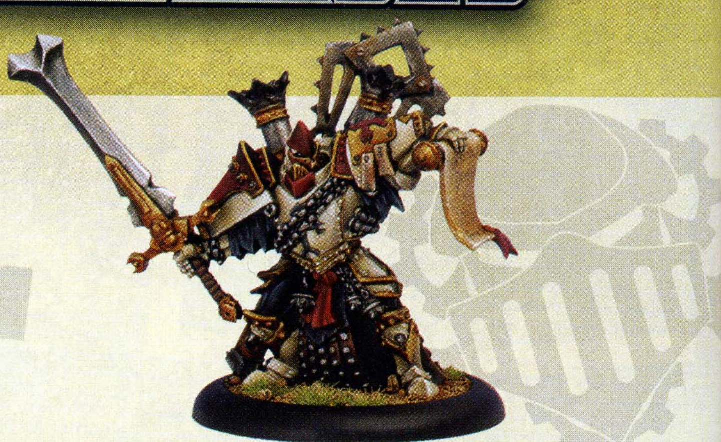
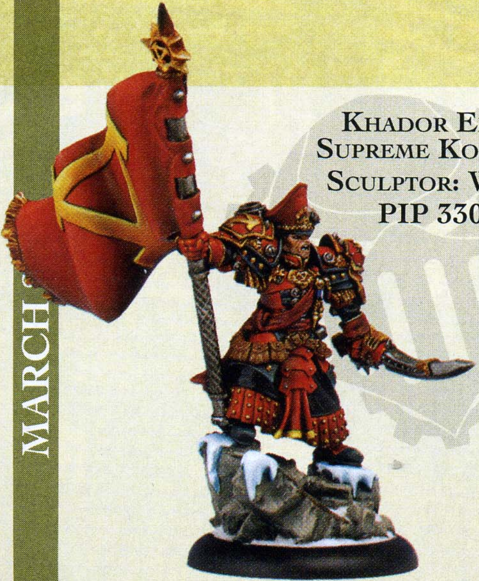


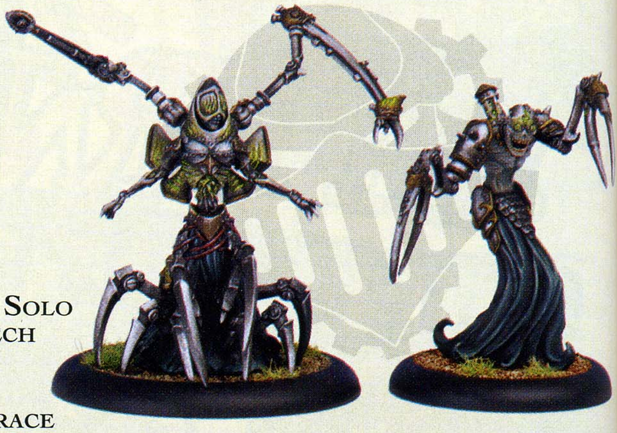
CYGNAR EPIC WARCASTER
GENERAL ADEPT SEBASTIAN NEMO
SCULPTOR: WERNER KLOCKE
PIP 31051 • $15.99



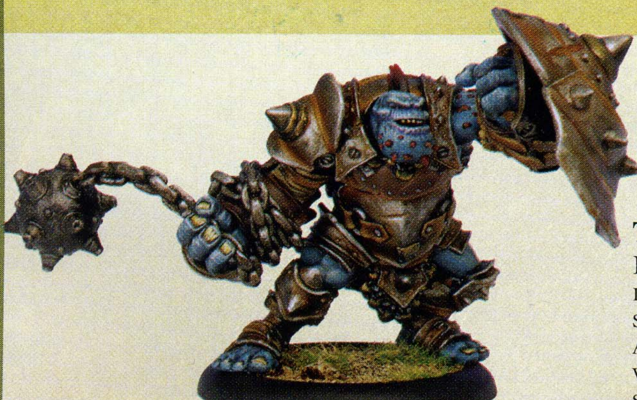
PROTECTORATE OF MENOTH
WARCASTER HIGH EXECUTIONER SERVATH REZNIK
SCULPTOR: TODD HARRIS
PIP 32051 • $17.99

KHADOR EPIC WARCASTER
SUPREME KOMMANDANT IRUSK
SCULPTOR: WERNER KLOCKE
PIP 33053 • $19.99





CRYX WARCASTER & SOLO
MASTER NECROTECH
MORTENEBRA
AND DERYLISS
SCULPTOR: JEFF GRACE
PIP 34055 • $27.99



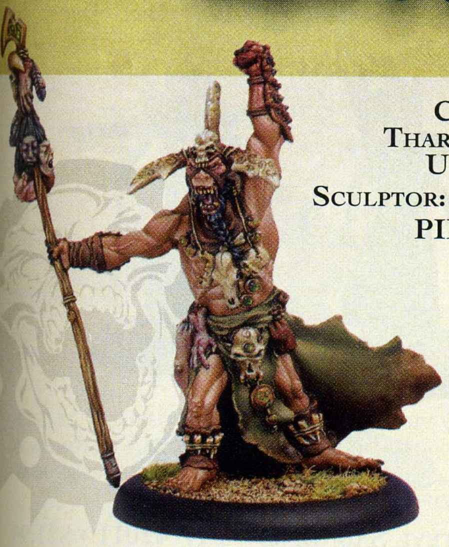
TROLLBLOOD TROLL BOUNCER LIGHT WARBEAST

LOYAL TO THOSE IT CONSIDERS KIN, A BOUNCER EAGERLY CHARGES INTO HARM'S WAY HEEDLESS OF ITS OWN SURVIVAL AND SOMETIMES SHOULDERS ALLIES ASIDE TO TAKE THE HIT. STRAPPED WITH THICK AND HEAVY ARMOR, A BOUNCER HOLDS A STOUT SHIELD AND WHIRLS A DEADLY SPIKED BALL WHOSE CHAIN WHISTLES WITH A SOUND THAT HERALDS BONE-SHATTERING BRUTALITY.

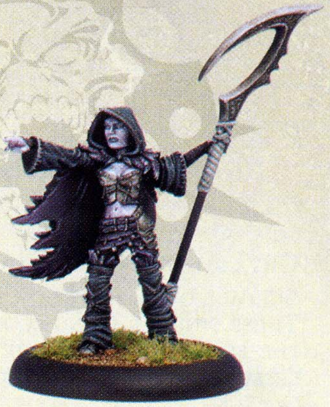
SCULPTOR: GREGORY CLAVILIER • PIP 71024 • $26.99

NEW RELEASES

MARCH 2008



Circle Orboros
Tharn Ravager Shaman
Unit Attachment
Sculptor: Olivier Nkweti Lafitte
PIP 72031 • $15.99



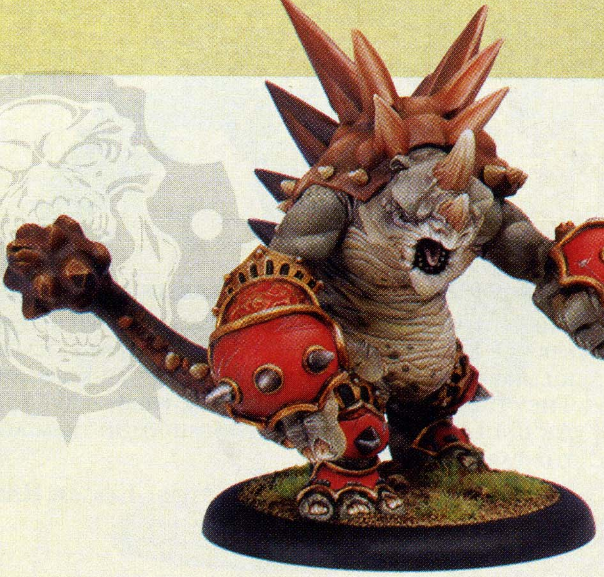
Legion of Everblight
Shepherd Solo
Sculptor: Jeff Grace
PIP 73028 • $9.99

MARCH 2008

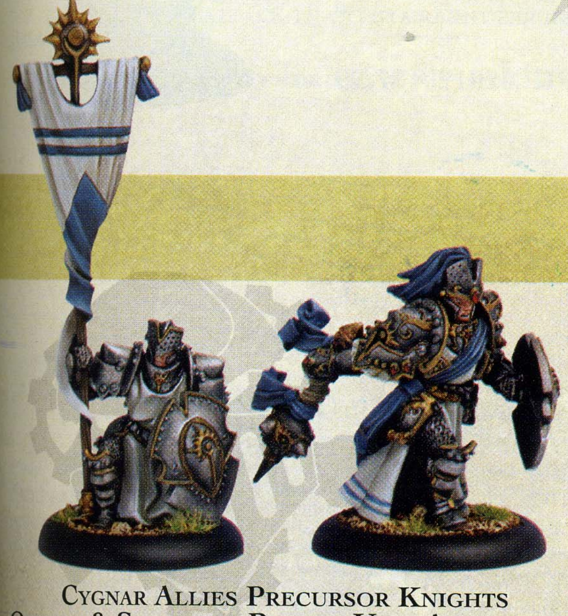
Skorne Rhinodon Heavy Warbeast

The formidable rhinodon rivals the titan in size with massive plates of natural armor covering its hide. Boasting tremendous natural weaponry, a rhinodon will demolish buildings, crash through obstacles, and slay anything in its path when unleashed. The Army of the Western Reaches finds these powerful beasts difficult to control but perfect for their offensive into the west.

Sculptor: Jason Hendricks • PIP 74023 • $44.99

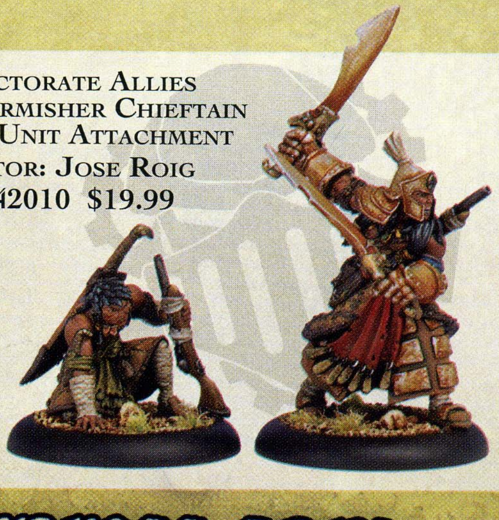


APRIL 2008



Cygnar Allies Precursor Knights
Officer & Standard Bearer Unit Attachment
Sculptor: Todd Harris
PIP 42009 $19.99

Protectorate Allies
Idrian Skirmisher Chieftain
& Guide Unit Attachment
Sculptor: Jose Roig
PIP 42010 $19.99



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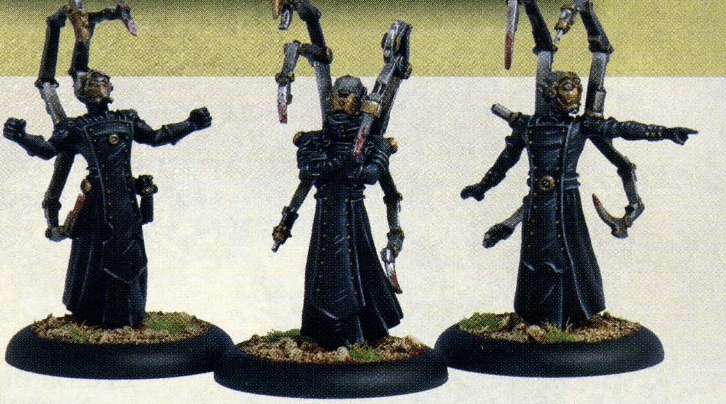


Cryx Allies Cephalyx Overlords

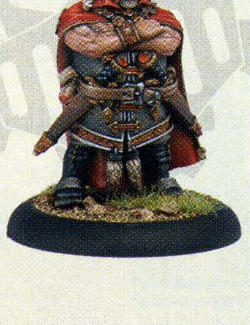
Surface dwellers know little of the subterranean cephalyx and virtually nothing of their overlords. These sinister beings coordinate the alliance with Lord Toruk and direct their inhuman brethren in the furtherance of the cephalyx's enigmatic goals. The overlords' formidable mental powers bend lesser minds to their will with an excruciatingly painful burst of telepathic domination.

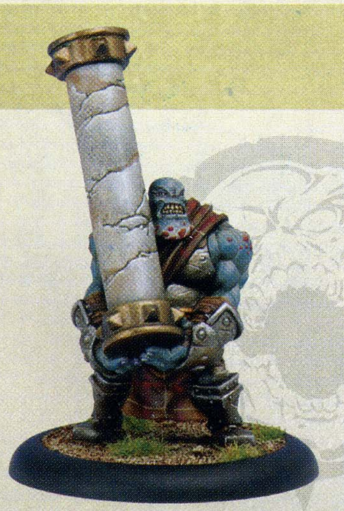
Sculptor: Steve Saunders • PIP 42011 • $21.99

Khador Allies Kayazy Assassin Underboss Unit Attachment

The ruthless underbosses lead handpicked teams of assassins in the service of their Kayazy masters. These skilled, patient, and intelligent killers rise to their rank through murder and cutthroat competition. They demand a sizable price for their services but are worth every coin. An underboss leading an assassination team all but assures the death of the target.

Sculptor: Edgar Ramos • PIP 42012 • $7.99



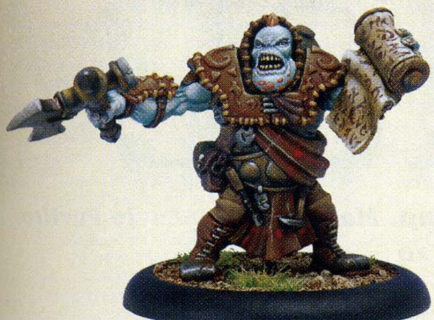


Trollblood Trollkin Caber Thrower Special Weapon Attachment

Hurling cabers, stone columns that seem too big to lift, has proven a surprisingly effective and devastating attack in battles throughout the centuries. These weapons have more than justified the backbreaking effort as they tumble forward with bone-pulping power in a nearly unavoidable and crushing attack. Anything caught in the caber's path is usually reduced to paste.

Sculptor: Aragorn Marks • PIP 71032 • $11.99

NEW RELEASES



Trollblood Stone Scribe Chronicler

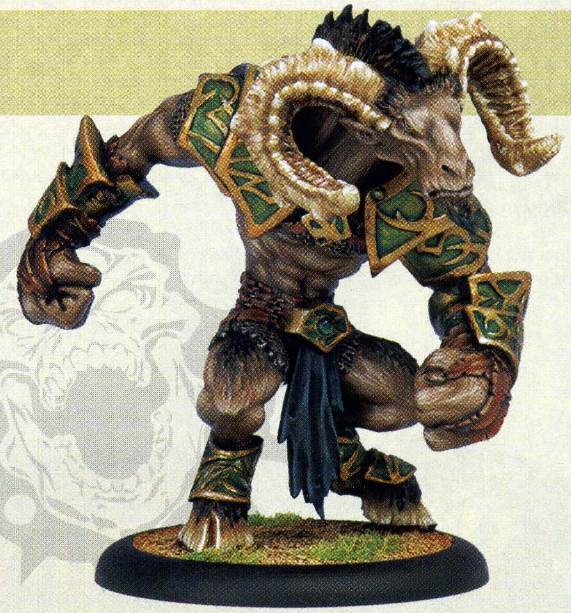
Stories have power, particularly the great epics, and the elder stone scribes who record such tales can relate them to warriors to restore their spirits. The influence of these tales is such that nearby trollkin draw an uncanny strength from them: mists cloak the warriors, their muscles surge with vigor, and their reflexes flash with unnatural speed.

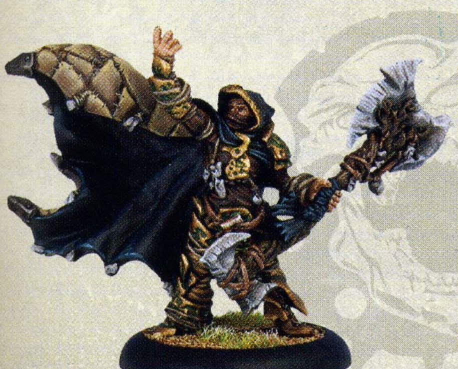
Sculptor: Aragorn Marks • PIP 71029 • $14.99

Circle Orboros Gnarlhorn Satyr Heavy Warbeast

The Satyr delivers powerful ram attacks that send any enemies flying like broken rag dolls. The Circle has brought groups of long-hidden Satyrs down from their mountains to serve as loyal guardians and beasts of war. Anyone threatening a druid within sight of a Satyr provokes an attack that turns bones to jelly and flesh to paste.

Sculptor: Jason Hendricks • PIP 72022 • $37.99





Circle Orboros Blackclad Wayfarer

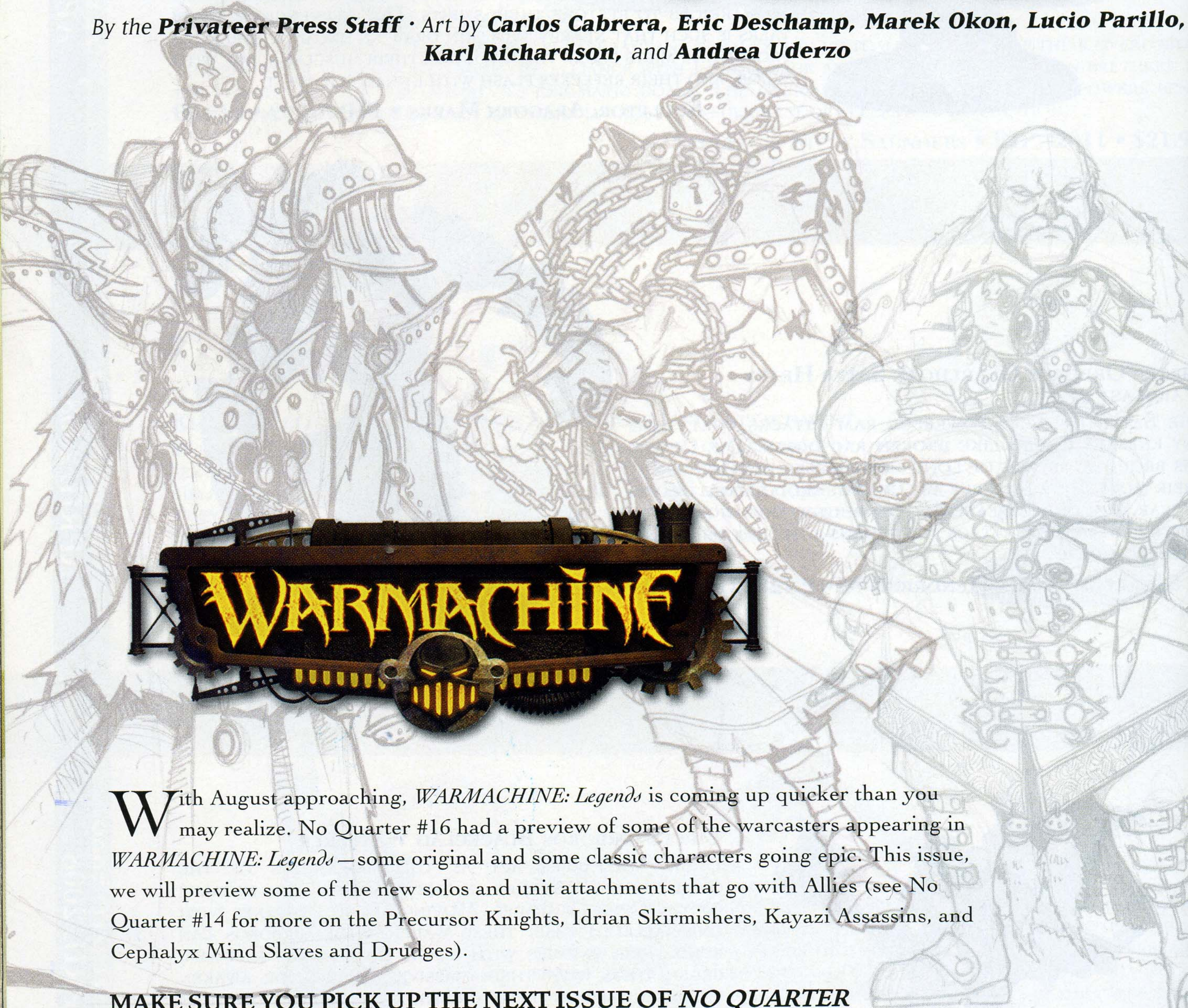
Druid wayfarers act as the messengers of the omnipotents, assassins in the shadows, and heralds of the Circle's armies. Moving along ley lines with unparalleled ease, these warriors of Orboros can rend their enemies with blasts of elemental power, crush them with their massive voulges, or awaken their slumbering predator spirit and watch them turn on each other like mindless savages.

Sculptor: Stefan Nieheus • PIP 72028 • $11.99

A PREVIEW OF WARMACHINE: LEGENDS SOLOS AND ALLIES

LEGENDS ON THE RISE

By the **Privateer Press Staff** · Art by **Carlos Cabrera, Eric Deschamp, Marek Okon, Lucio Parillo, Karl Richardson,** and **Andrea Uderzo**



With August approaching, *WARMACHINE: Legends* is coming up quicker than you may realize. No Quarter #16 had a preview of some of the warcasters appearing in *WARMACHINE: Legends*—some original and some classic characters going epic. This issue, we will preview some of the new solos and unit attachments that go with Allies (see No Quarter #14 for more on the Precursor Knights, Idrian Skirmishers, Kayazi Assassins, and Cephalyx Mind Slaves and Drudges).

MAKE SURE YOU PICK UP THE NEXT ISSUE OF *NO QUARTER* FOR EVEN MORE PREVIEWS FROM *WARMACHINE: LEGENDS!*

PRECURSOR KNIGHT OFFICER & STANDARD BEARER

CYGNAR MORROWAN PRECURSOR KNIGHT ALLY UNIT ATTACHMENT

> *A wise leader loves peace but does not shirk from war. He serves as an example of righteousness to guide his men in battle and fears not death.*
>
> — *Enkheiridion, Morrowan canto 5, 17:3*

The potent combination of priest and knight reaches its ultimate expression in the renowned Morrowan battle-chaplains. These pious warriors and leaders embody the example of Morrow and his martial ascendants. By the bidding of the primarch they march to war, preaching the word of their god. It is by their actions that the souls and bodies of their comrades are preserved from the rapacious clutches of Cryxian horrors, that the injured receive a surcease from pain, and that the righteous crush the wicked and drive them from Caen, never more to trouble the innocent.

USING THE PRECURSOR KNIGHT OFFICER AND STANDARD BEARER

This unit attachment brings a number of useful abilities to the already self-sufficient Precursor Knights. Tactics: Kneel, this unit attachment's most standout ability, allows friendly models behind the Precursor unit to ignore them when drawing line of sight. For an army boasting a bevy of powerful ranged attack options, Kneel is literally a godsend. Precursor Knights can form a durable shield wall, while "softer" models like Long Gunners or Arcane Tempest Gun Mages hide behind the knights and fire through them. Morrow's Name is a substantial once per game ability that gives the Precursors a hard-hitting round against any enemy, especially against the undead.

But wait, there's more! Sanctified ensures that when they die, Precursor Knights (and friendly models close to them) will not give up soul tokens. Being removed from play also prevents their deaths serving the enemy in other ways, such as creating new Risen for Alexia, or generating fury for Morvahna when she uses Harvest. Holy Standard gives the Precursors extra durability against the undead, including Alexia's pesky Risen and Thrall Warriors. Do you get the idea these guys don't like the undead?

Battle Chaplain					Cmd 10
SPD	STR	MAT	RAT	DEF	ARM
6	6	8	4	13	14

Standard Bearer					Cmd 7
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	4	13	14

Blessed Mace		
SPECIAL	POW	P+S
Multi	6	12

Battle Chaplain's Damage	5
Field Allowance	1
Victory Points	+1
Point Cost	31
Base Size	Small

Battle Chaplain

Morrow's Name - Once per game during his unit's activation, the Battle Chaplain may use Morrow's Name. Models in this unit roll an additional die on melee damage rolls this activation.

Officer - The Battle Chaplain is the unit leader.

Shield Wall (Order) - See Precursor Knight stat card for description.

Tactics: Kneel - Models in this unit gain Kneel. Models with Kneel do not block LOS when determining LOS for friendly models.

Tactics: Sanctified - Models in this unit gain Sanctified. When a model with Sanctified suffers sufficient damage to be destroyed, it is removed from play. When a friendly model within 3" of a model with Sanctified is destroyed, it does not generate a soul token.

Unit Abilities - The Battle Chaplain has Precursor Knight unit abilities.

Standard Bearer

Holy Standard - Undead models in melee with a model in this unit that is in a skirmish formation group with the Standard Bearer roll one less die on damage rolls.

Unit Abilities - The Standard Bearer has Precursor Knight unit abilities.

Unit Standard - If the Standard Bearer is destroyed or removed from play, a Knight in this unit within 1" can take the Standard Bearer's place immediately and become the new Standard Bearer. Remove the trooper model from the table and replace it with the Standard Bearer model. Effects, spells, and animi on the replaced trooper are applied to the Standard Bearer model. Effects, spells, and animi on the destroyed Standard Bearer expire.

Blessed Mace

Balefire - See Precursor Knight stat card for description.

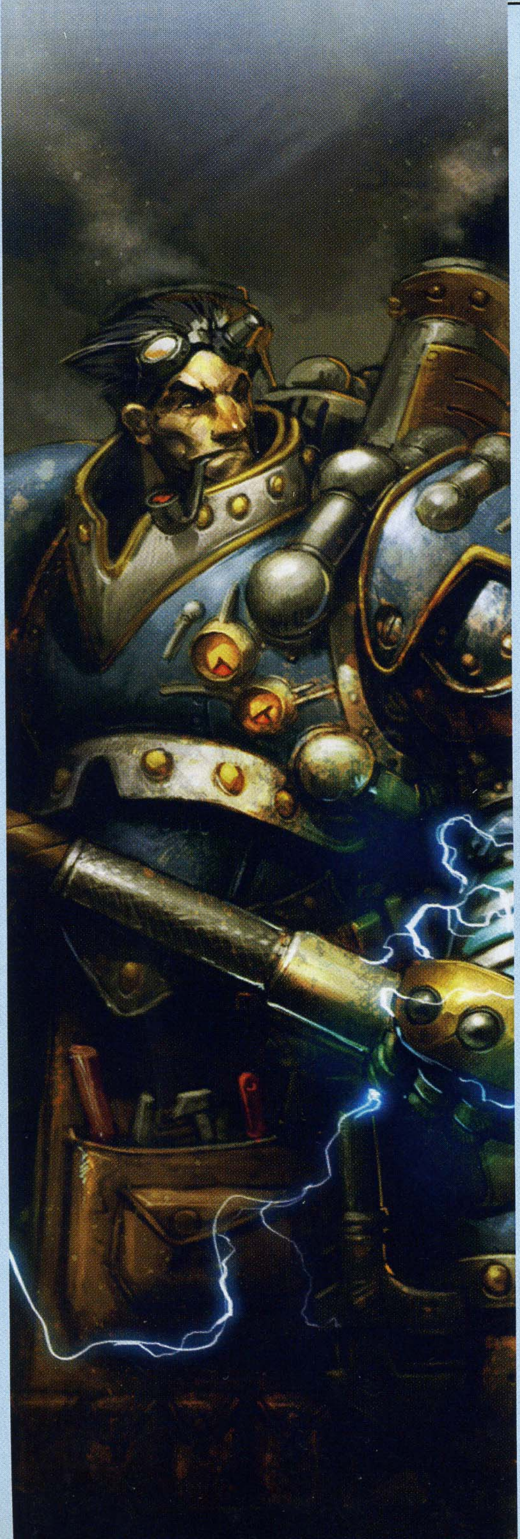
Blessed - See Precursor Knight stat card for description.

Knock Back - See Precursor Knight stat card for description.

CAPTAIN ARLAN STRANGEWAYES

You want to learn how to put 'jacks together, first go and sit at the knee of Arlan Strangewayes.

—Captain Dominick Darius to an aspiring mechanik



Captain Arlan Strangewayes is first and foremost a battlefield mechanik. While some of his colleagues enter the fray only reluctantly, Strangewayes seeks out danger. Younger men have often mistaken Arlan's recklessness in battle as a death wish, but his behavior actually arises from his complete and utter faith in Cygnaran warjacks. With a Defender, Stormclad, or even a simple Charger in front of him, Strangewayes becomes oblivious to peril. He concentrates only on the 'jacks in his charge, observing pressure gauges and weighing the impact of damaged systems. He takes every shattered piece of armor plating, connecting rod torn free, and severed conduit as a personal insult.

Strangewayes has such liberty to ignore ordinary perils because of the safety afforded him by his massive, customized steam-powered armor. While not as elaborate as the full rig preferred by Captain Dominick Darius, Strangewayes' suit affords considerable protection and allows him to shrug off explosions or blows that would easily fell an unprotected man. He prefers to spend his time repairing warjacks or employing his magic to enhance their capabilities, but he shows no reluctance to wading into battle with his wrench or spraying a surge of voltaic energy from his powered gauntlet.

USING CAPTAIN ARLAN STRANGEWAYES

Arlan Strangewayes is a busy man, and you'll find yourself wanting to do more with him every round than one model can manage. The key lies in picking which of his tools serves best at a given moment. In most cases, you will need to activate Strangewayes before the 'jack that will benefit from his attention, making placement and planning very important. Think not only about where you need Strangewayes this round, but where you will want him the next. Five inches is the sweet spot with Strangewayes, being both his movement speed and the distance he must stay within to affect a friendly 'jack with his magic abilities. He needs to get in base contact to effect repairs, however, so never let him stray more than 5" behind a 'jack you expect to repair. Fortunately, his relatively high armor and wounds let Strangewayes take some heat without dying, provided you keep him protected. This means he can stay relatively close to the front without feeling completely exposed, particularly if you use nearby 'jacks to block lines of sight.

Strangewayes arguably works best with ranged 'jacks, either one he marshals or a key warjack run by your warcaster. High Performance can make a 'jack deal out impressive damage by hitting with a ranged attack before performing a free charge or slam, so allocate focus accordingly. Take advantage of the fact that Evasive Action makes a warjack immune to free strikes to extract a ranged 'jack or one equipped with an arc node from melee or maneuver to attack a better target. +2 DEF versus ranged and magic attacks, combined with immunity to blast damage, makes this spell very desirable when facing high power spells or AOEs. Use this on a 'jack with a high starting DEF but lower ARM, like the Hunter, and its survivability increases tremendously. The Thunderhead is a 'jack which really exploits Strangewayes' capabilities in wonderful ways. With the arcane mechanik nearby, the Thunderhead's Energy Pulse becomes an even greater threat as Arcane Reinforcement allows it to strike incorporeal models or models protected by the Choir's Safe Passage. Alternately, using Evasive Action to let the Thunderhead freely extract itself from melee to melt a mass of enemy troopers with an Energy Pulse is always a fun maneuver.

While you will want to use these abilities as often as possible, circumstances exist when Strangewayes' attacks can cripple key enemy 'jacks right when it will hurt them most. Fixer's Reach ability means it can disable a heavy warjack's movement system without putting Strangewayes in peril (unless the enemy 'jack also has Reach). His Voltaic Gauntlet spray attack can strike and disrupt multiple 'jacks in a single shot. Sprays are an unfamiliar element in the Cygnaran arsenal, so players should familiarize themselves with the special rules for this template. The trick is to remember that these attacks ignore things like cover, concealment, and screening and can also hit models despite line of sight so long as the actual target of the attack is viable. All of these elements mean Strangewayes RAT 5 is more accurate than it might seem if this were a regular ranged attack.

Strangewayes **Cmd 8**

SPD	STR	MAT	RAT	DEF	ARM
5	7	5	5	12	16

Voltaic Gauntlet

RNG	ROF	AOE	POW
SP	1	—	10

Fixer

SPECIAL	POW	P+S
Multi	5	12

Damage	8
Field Allowance	C
Victory Points	1
Point Cost	32
Base Size	Small

Strangewayes

Arcane Mechanik - As a special action, Strangewayes may cast one of the following spells on a friendly Cygnar warjack within 5" of him during his activation.

- **Arcane Reinforcement (★Action)** - Attacks made by the affected warjack can damage models only affected by magic attacks. The affected warjack may charge incorporeal models. Ranged attacks made by the affected warjack may be considered magic attacks but use the warjack's RAT to resolve the attack rolls. Arcane Reinforcement lasts for one turn.
- **Evasive Action (★Action)** - The affected warjack gains +2 DEF against ranged and magic attacks, cannot be targeted by free strikes, and does not suffer blast damage. Evasive Action lasts for one round.
- **High Performance (★Action)** - During the affected warjack's next activation this turn, it can make one normal ranged attack with each of its ranged weapons before its normal movement. The warjack cannot attack again with its ranged weapons that activation. The affected warjack may also charge or slam without paying a focus point that activation.

Expert Repair [10] (★Action) - Strangewayes may attempt repairs on any friendly Cygnar warjack that has been damaged or disabled. To attempt repairs, Strangewayes must be in base-to-base contact with the damaged warjack or disabled wreck marker and make a skill check. If successful, remove d6+1 damage points from anywhere on the warjack's damage grid.

'Jack Marshal (2) - Strangewayes may start the game controlling up to two Cygnar warjacks.

Voltaic Gauntlet

Disruption - A warjack hit by Voltaic Gauntlet suffers disruption. A warjack suffering disruption loses any unused focus points and cannot be allocated focus points or channel spells for one round.

Fixer

Reach - 2" melee range.

System Lock - When a warjack is hit by Fixer, Strangewayes' controller chooses one of the warjack's systems to be locked. That system suffers the effects of being disabled for one round. The warjack may not be disabled as a result of System Lock.

VASSAL OF MENOTH

Protectorate Solo

Chain my arms, but you cannot shackle my mind. I loan you my power, but I refuse to pray to your god.

— Vassal Dominigo Marshall, former member of the Ordic Fraternal Orde

The wizards and arcane mechaniks who make up the Vassals of Menoth possess the sole sanction of the Synod to pollute their souls with arcane energies. Due to their immersion in these profane forces, the clergy never entirely trusts the Vassals and orders them watched at all times. Foreign-born wizards "liberated" to serve the Creator constructing warjack cortexes and lending them power in battle comprise many of the most talented Vassals. These prisoners receive certain luxuries, but live under guard lest they slip their restraints to flee to their homelands. They must serve or die, and the scrutators sometimes force them to turn their spells against their former countrymen.

USING THE VASSAL OF MENOTH

Think of the Vassal of Menoth as the assistant the Choir always wanted. The Safe Passage Hymn prevents enemies from shooting warjacks. Combine this with the Vassal's Enliven spell to let a warjack move and sometimes engage even if your enemy attacks it with magic.

The Ancillary Attack spell is ideal for laying down lots of fire. This allows for two separate 4" AOEs from Vanquishers, two chances for Critical Splash from Reckoners, two POW 12 sprays from Repenters—you get the idea. Gird helps keep the Vassal alive to do what he must, but make sure you protect him none-the-less. His fantastic spells make him a high priority target.

The Vassal and a Choir make it possible to run nearly independent groups of warjacks. Sending 'jacks out of your warcaster's control area becomes feasible with the Choir giving +2 to hit and damage and the Vassal providing an extra attack. This works especially well on the Avatar of Menoth, since it generates its own focus and does not benefit from battlegroup effects.

Vassal **Cmd 6**

SPD	STR	MAT	RAT	DEF	ARM
6	4	5	3	13	13

Damage	**5**
Field Allowance	**1**
Victory Points	**1**
Point Cost	**19**
Base Size	**Small**

Vassal

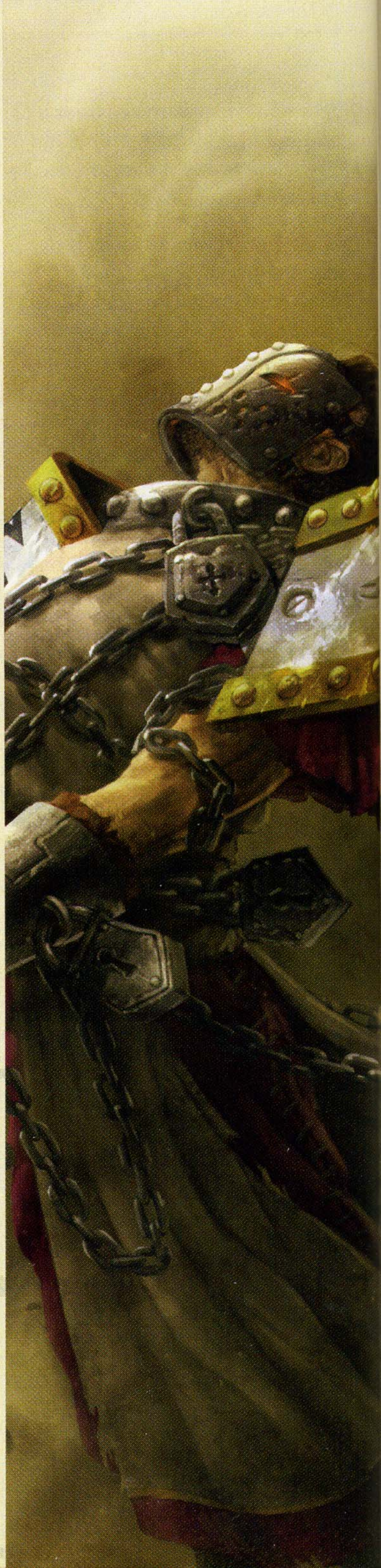
Gird - While within 3" of a friendly Protectorate warjack, the Vassal gains +3 ARM.

Prisoner - The Vassal never flees and automatically rallies when within 10" of a friendly Protectorate model. When the Vassal is not within 10" of a friendly Protectorate model at the start of his controller's Maintenance Phase, the Vassal immediately activates and flees.

Magic Ability

As a special attack or action, the Vassal may cast one of the following spells during his activation. Determine the success of a magic attack by rolling 2d6 and adding the Vassal's Magic Ability score of 7. If the roll equals or exceeds the target's DEF, the attack succeeds. The Vassal cannot make additional attacks after making a magic attack.

- **Ancillary Attack (★Action)** - Target friendly Protectorate warjack within 5" immediately makes one normal melee or ranged attack.
- **Arcane Bolt (★Attack)** - Arcane Bolt is a RNG 12, POW 11 magic attack.
- **Enliven (★Action)** - Anytime other than its activation that target friendly Protectorate warjack suffers damage from an enemy attack, if it is not stationary, it may immediately move up to its SPD in inches, then this spell expires. The warjack cannot be targeted by freestrikes during this movement. Enliven lasts for one round.



IDRIAN SKIRMISHER CHIEFTAIN & GUIDE UNIT ATTACHMENT

Protectorate Idrian Skirmisher Ally Unit Attachment

CHIEFTAIN Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	6	8	7	14	12

Guide Cmd 6

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	5	14	12

Rifle

RNG	ROF	AOE	POW
12	1	—	10

Kopis

SPECIAL	POW	P+S
Brutal Charge	4	10

Second Kopis

SPECIAL	POW	P+S
Brutal Charge	4	10

Chieftain's Damage	5
Field Allowance	1
Victory Points	+1
Point Cost	40
Base Size	Small

Do not forget that Menoth was the first great hunter, tracking the spawn of the Devourer Wurm across the heavens.

—Retek Sabukhari, Guide of the Palm Shroud Oasis tribe.

Only men who have won many victories can hope to unite multiple *rhaz*, but such a leader can carve and defend a sovereign domain among the borderlands. Great chieftains do not allow skirmishers to fight as a loose assortment of individuals, but lead them in coordinated ambushes and timed assaults. A wise chieftain also values the support of a knowledgeable guide. These desert fighters have learned to follow an enemy back to his lair and find the perfect ground to lay an ambush.

USING THE SKIRMISHER CHIEFTAIN & GUIDE ATTACHMENT

The Chieftain expands on the Skirmishers' board control by adding the Assault & Battery order and Combined Melee Attack to their previous bag of tricks. Assault & Battery gives Skirmishers the chance to wipe out entire units with a combination of ranged attacks and charges, leaving the bodies for the sands to consume. Their once per game ability Go to Ground allows you to hang them out where they might otherwise die to ranged attacks and gain +4 DEF and ARM while setting up for an important kill.

Combined with Coordination, which lets models in the unit draw line of sight and move through other models in the unit, Combined Melee Attack becomes tremendously powerful as Skirmishers easily cluster around enemies. Against targets with high DEF and low or medium ARM, combining charge attacks from two Skirmishers allows them to strike at effective MAT 8 and do an average of 24 damage on the charge. If attacking your chosen prey with the Huntsman ability, this turns into MAT 10 and an average damage of 26, in addition to an extra 2" charge distance. Picking a good prey for this ability is important as it adds considerably to the Skirmishers' killing potential.

Chieftain

Assault & Battery (Order) - Every Idrian Skirmisher who receives this order may make one ranged attack, after which he must charge or run. The ranged attack is made before declaring a charge target.

Intercept (Order) - See Idrian Skirmishers unit stat card for description.

Officer - The Chieftain is the unit leader.

Tactics: Combined Melee Attack - Models in this unit gain Combined Melee Attack. Instead of making melee attacks separately, two or more models with Combined Melee Attack in melee range of the same target may combine their attacks. In order to participate in a combined melee attack, a model must be able to declare a melee attack against the intended target. The model with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each model, including himself, participating in the attack.

Unit Abilities - The Chieftain has Idrian Skirmisher unit abilities.

Guide

Go To Ground - Once per game during his unit's activation, the Guide may use Go To Ground. Models in this unit gain cover (+4 DEF) and +4 ARM. An Idrian Skirmisher loses the benefits of Go To Ground if he moves or is engaged. Go To Ground lasts for one round.

Huntsman - After deployment and before the first player's turn, the Idrian Skirmishers' controller declares an enemy model/unit to be the unit's prey. While the Guide is in play, models in this unit gain Huntsman. A model with Huntsman beginning its activation within 10" of the prey gains +2" of movement and +2 to attack and damage rolls against their prey. When the prey has been destroyed or removed from play, the Idrian Skirmishers' controller may immediately select another model/unit as their prey.

Unit Abilities - The Guide has Idrian Skirmisher unit abilities.

Kopis

Brutal Charge - An Idrian Skirmisher gains +2 to Kopis charge attack damage rolls.

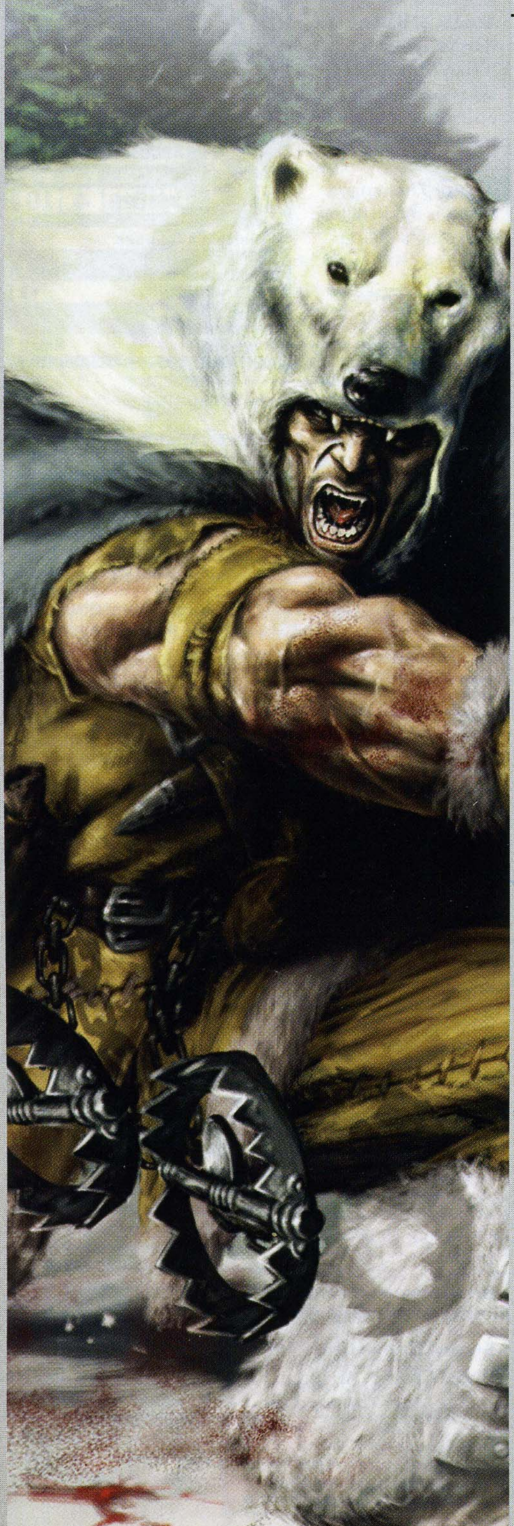
Second Kopis (Chieftain Only)

Brutal Charge - An Idrian Skirmisher gains +2 to Kopis charge attack damage rolls.

YURI THE AXE

Let him earn his amnesty by spilling southern blood.

—Great Prince Bolovric, agreeing to pardon the crimes of Yuri the Axe



Khadorans have rightly earned a reputation as a hardy and rugged people descended from the blood of old warriors and toughened by their unforgiving land. It speaks to something that even stoic Khadorans describe the wild northern mountain men with a respect born from fear. Among the madmen who call this region home, the brutal hunter called Yuri the Axe stands out for declaring the frozen north a paradise. This hardened killer loves his Motherland with a fierce devotion and sees no paradox between his patriotism and his scornful disdain for the law.

It was an easy transition for Yuri to go from hunting animals to hunting man, taking up bounties on gangs of outlaws, and ridding the northern hills of bandits and poachers. The thrill of this hunt appealed to him, and eventually he killed a few of the wrong people and wound up on the wrong side of the law. It was only after murdering dozens of would-be manhunters that a hand-picked team finally captured Yuri. Before he could face trial, he escaped his prison and fled. Eventually the northern great princes decided it would be cheaper to let him earn amnesty killing Khador's foes rather than trying to secure him for execution.

Many Khadoran families consider it an affront to justice that Yuri walks the world as a free man. The countless weeping widows and orphans he has left behind him take no comfort from Yuri's insistence that he has never killed a man who did not earn it. Despite his crimes, Yuri has gained a following among Khadoran wilderness fighters who seek him out to learn to hunt and kill. That the nobility has forgiven his past, and the army has invited him to war, speaks to the entrenched and bitter nature of the ongoing struggles. There is no better place than the battlefield for this notorious killer—a man Khadoran kommanders are only too eager to let loose on their enemies.

USING YURI THE AXE

Sometimes you just want to eliminate enemy models with no fuss and no muss. When you absolutely have to murder whatever enemies you can reach, Yuri the Axe gets the job done. Reach, Flying Steel, and Weapon Master make him an exceptionally deadly melee combatant capable of taking down all but the most heavily armored adversaries. Furthermore, Tree Walker, Stealth, and Camouflage help keep him alive long enough to maximize the body count.

Don't think his direct, melee-focused abilities mean he can't thwart your opponent in creative and unexpected ways. Take advantage of Field Officer to add a second Manhunter and make Yuri the ruthless center of a powerful advanced deployment and/or ambush force. His Cohort ability makes both Manhunters and Kossite Woodsmen harder to kill and more maneuverable in the woods thanks to Tree Walker. The extra DEF bonus while in a forest is the most obviously beneficial element of this ability, but the ability to move through other models can also be a huge boon. This frees up targeting opportunities and also makes order of activation less of a problem. At the same time, try not to get too obsessed with keeping these models in the forest all the time or your attack vectors can become predictable. It is best to think of this ability as a great additional perk which provides additional survival on a situational basis.

Tossing in Widowmakers, Doom Reavers, and other similar mercenary models can create a forward deployed force with so many threats, your opponent may not be able to decide whom to kill first. Don't underestimate the psychological impact of having Kossite Woodsmen lurking off the table ready to be put in play with Ambush. Their mere presence sometimes prompts enemies to cluster toward the center of a table and discourages them from making wide flanking attempts. The moment the enemy begins to huddle together, it works to the advantage of models like Yuri and his Manhunters who can deliver multiple attacks in a single turn.

COHORTS

Some models confer abilities to other models in an army with them. Models that gain Cohort abilities retain them even if the model that confers these abilities is destroyed or removed from play.

Yuri shines best in this type of multi-pronged aggressive assault. A single dangerous model put forward too far from the rest of the army makes a big target a foe can easily neutralize. Just like the Manhunters he leads, getting the most out of Yuri requires patience, positioning, and proper timing. Keep him away from lower DEF models to avoid attacks like Chain Lightning, Ashes to Ashes, or Forked Lightning catching him with secondary strikes. That said, with ARM 14 and 8 wounds, Yuri can usually survive an indirect AOE blast or two as he closes for the kill. Don't fall into the trap of thinking he can wipe out an entire army by his lonesome. Provide him a little support and the occasional distraction and you'll find his axe never lacks for blood.

Yuri Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
6	8	8	4	14	14

Great Axe

SPECIAL	POW	P+S
Reach	5	13

Damage	8
Field Allowance	C
Victory Points	1
Point Cost	32
Base Size	Small

Yuri

Advance Deployment - Place Yuri after normal deployment, up to 12" beyond the established deployment zone.

Camouflage - Yuri gains an additional +2 DEF when benefiting from concealment or cover.

Cohort: Tree Walker - Kossite Woodsmen and Manhunters in an army with Yuri gain Tree Walker.

Fearless - Yuri never flees.

Field Officer - An additional Manhunter solo may be fielded over normal Field Allowance limitations if Yuri is included in the army.

Flying Steel - Yuri may make d3 initial attacks with the Great Axe during his activation.

Pathfinder - During his activation, Yuri ignores movement penalties from, and may charge across, rough terrain and obstacles.

Stealth - Attacks against Yuri from greater than 5" away automatically miss. If Yuri is greater than 5" away from an attacker, he does not count as an intervening model.

Tree Walker - Yuri's LOS is never blocked by forests. While within a forest, Yuri gains +2 DEF against melee attacks and may move through obstructions and other models if he has enough movement to move completely past the obstructions or the models' bases.

Weapon Master - Yuri rolls an additional die on his melee damage rolls.

Great Axe

Reach - 2" melee range.

KAYAZY ASSASSINS UNDERBOSS

KHADOR KAYAZY ASSASSIN ALLY UNIT ATTACHMENT

Killing comes so easy to that man I think it requires an effort for him to not stab any who displease him.

—*Capo Georgi Barayev*

Some say the underbosses hold the true power among the assassins hired by the kayazy. These ruthless men fight alongside handpicked teams of assassins in the service of their chosen masters. Underbosses achieve their status only after a lengthy and risky process of murder and cutthroat competition among the Korsk gangs. Beyond simply being deadly with a blade, an underboss must demonstrate intelligence, patience, and the ability to accumulate and preserve wealth. Hiring an underboss and his crew represents an expensive investment, but one well worth the coin. Such a group can all but assure the death of their target.

Underboss					Cmd 9
SPD	STR	MAT	RAT	DEF	ARM
6	6	8	4	14	11

Assassin Blade		
SPECIAL	POW	P+S
–	4	10

Assassin Blade		
SPECIAL	POW	P+S
–	4	10

Damage	8
Field Allowance	1
Victory Points	+1
Point Cost	29
Base Size	Small

Underboss

Backstab - The Underboss rolls an additional die on his back strike damage rolls.

Chain Attack – Bleed Out - If the Underboss hits the same living target with both of his initial Assassin Blade attacks during the same activation, after resolving the attacks he may immediately make an additional melee attack against the target. If the attack succeeds, instead of dealing damage, the target must forfeit either its movement or action on its next turn.

Kill Stroke - Once per game during this unit's activation, the Underboss may use Kill Stroke. This activation, models in the unit may move through other models if they have enough movement to move completely past the models' bases, ignore intervening models when declaring charges, and cannot be targeted by free strikes.

Killer Rep - While the Underboss is in play models in his unit never flee.

Officer - The Underboss is the unit leader.

Tactics: Duelist - Models in this unit gain Duelist. A model with Duelist gains +2 DEF against melee attacks.

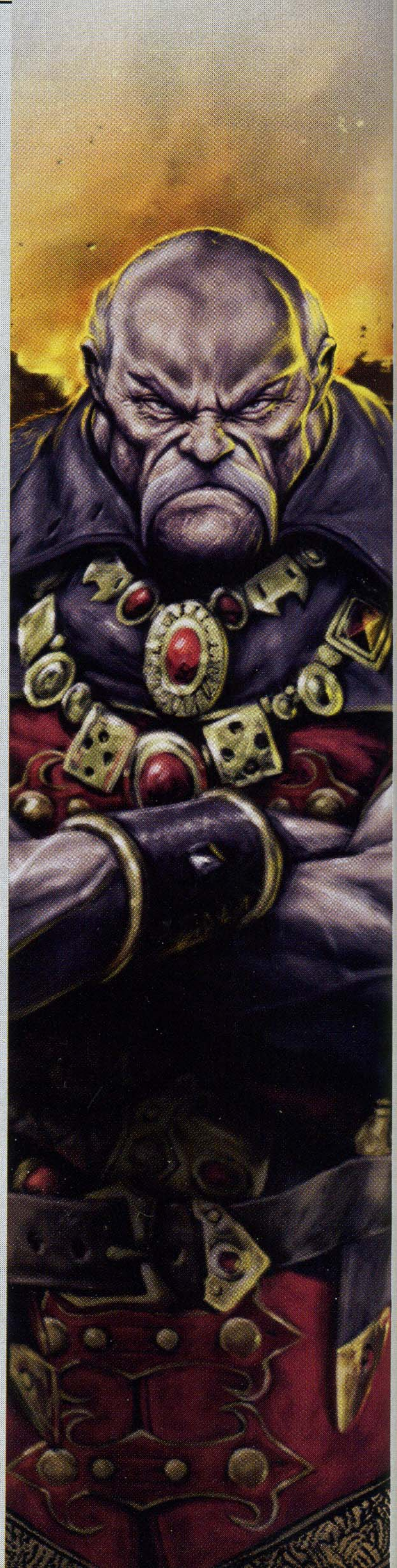
Tough - When the Underboss suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, the Underboss is knocked down instead of being destroyed. If the Underboss is not destroyed, he is reduced to one wound.

Unit Abilities - The Underboss has Kayazy Assassin unit abilities.

USING THE KAYAZY ASSASSINS UNDERBOSS

Kayazy Assassins fill an unusual roll in the Khadoran order of battle, fully capable of running screaming up the center of the table and actually reaching the enemy to do damage or moving easily around the sides of a battle to attack vulnerable targets. The Underboss, aside from dealing a healthy amount of damage on his own, makes the Assassins better at what they already do well.

The Underboss need not lead the charge for you to get the most out of him. Simply having him in a unit prevents it from fleeing and grants a +2 DEF bonus in melee. On models already boasting DEF 14, this means that even higher MAT models must roll above average to hit. Kayazy can run and engage enemies with an excellent chance of surviving to ventilating their hapless foes next round. Kayazy Assassins paired with an Underboss can compromise a number of area control and defense strategies, such as a wall of troopers screening a warcaster. By either engaging and then eliminating the screening troops or just charging through them with Kill Stroke, this meat shield strategy becomes far less effective in the face of the Underboss' street-honed criminal cunning.

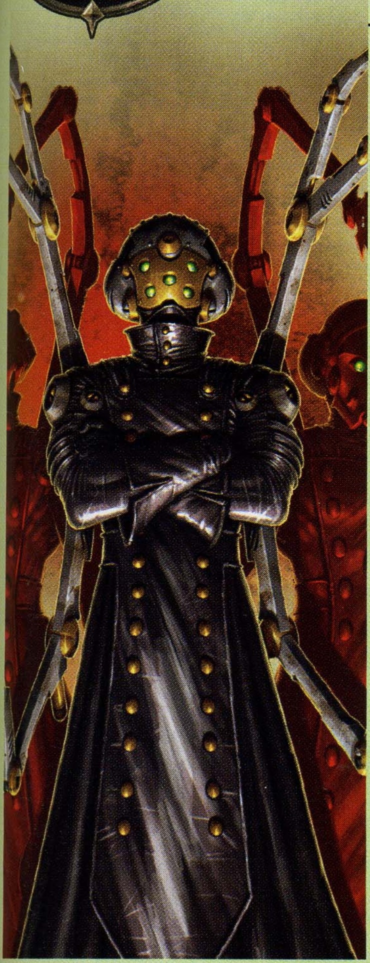


CEPHALYX OVERLORDS

CRYX CEPHALYX ALLY UNIT

When beset by other horrors, a man can take small comfort knowing his mind is inviolate. The cephalyx strip even this away.

—Enumerator Hyle Bryant of the Cult of Cyriss



As little as surface dwellers know of the cephalyx, even less lore exists regarding their cruel overlords. These dark beings project an alien menace as they hover out of the shadows and send lesser cephalyx scurrying on enigmatic errands. That overlords occupy a leadership position among the subterranean cephalyx seems clear, although the nature of their hierarchy remains a mystery. With bulbous and extended heads protected by smooth shells of metal and pierced by multiple glowing eyes, overlords appear disturbingly inhuman.

Their formidable mental powers bend lesser minds to their will with an excruciatingly painful burst of telepathic domination.

USING THE CEPHALYX OVERLORDS

While not an attachment for the Cephalyx Slaver and Drudge Mind Slaves unit, you still want to keep Overlords close to their subordinate cephalyx. Black Operations lets you fill out or super-size units of Mind Slaves with models the Overlords kill. With Anatomical Precision and Flying Steel, each Overlord creates two Drudges apiece on average if fully engaged.

Remember that Mind Control abilities are not spells or attacks, so effects that trigger off spell use or any sort of attack does not react to Mind Control. Use Sap Will to drop a unit's CMD by two, Sleep Walker to move the unit leader out of formation, and Crossed Wires to have one of the enemy models kill another enemy model. Even if you can't force a command check, removing the leader goes a long way towards crippling the unit next turn.

Psychic Assault, a POW 12 spray that ignores line of sight and virtually everything that blocks ranged attacks—including terrain—makes the Overlords dangerous to approach, especially when screened. Using Sap Will on a units like Winter Guard or Long Gunners and then spraying them down with psychic death is a good way to make them run. By forcing your opponent to devote serious, concentrated resources to your Cephalyx instead of paying attention to your warcaster and your arc nodes, the Overlords help you control the game.

Overmind					**Cmd 9**
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	6	14	13
Cephalyx					**Cmd 7**
SPD	STR	MAT	RAT	DEF	ARM
6	6	6	5	14	13

Psychic Assault			
RNG	ROF	AOE	POW
SP	1	—	12

Prosthetic Blades		
SPECIAL	POW	P+S
—	5	11

Field Allowance	1
Victory Points	2
Leader and 2 Troops	52
Base Size	Small

Ally

The Cephalyx Overlords are Cryx models that can be included in mercenary contracts that specify them as eligible participants.

Overmind

Leader

Unit

Anatomical Precision - If a Cephalyx Overlord's melee damage roll fails to exceed target living model's ARM, the target automatically suffers one damage point.

Black Operations - When a model in this unit destroys a living enemy warrior model with a melee attack, the Cephalyx Overlord's controller may add a Drudge model to a friendly Cephalyx Mind Slaver & Drudge unit within 8" of the Cephalyx Overlord. The model must be placed in formation and may activate normally this turn.

Fearless - A Cephalyx Overlord never flees.

Floating - During its activation, the Cephalyx Overlord ignores movement penalties from rough terrain and obstacles.

Flying Steel - A Cephalyx Overlord may make d3 initial attacks with its Prosthetic Blades during its activation.

Mind Control - As a special action, a Cephalyx Overlord may use one of the following abilities:

- **Crossed Wires (★Action)** - Target living model within 10" of the Cephalyx Overlord must make a command check. If the check fails, the Cephalyx Overlord's controller takes control of the model and may make one normal attack with it after which Crossed Wires expires.
- **Sap Will (★Action)** - Target living model/unit within 10" of the Cephalyx Overlord suffers a cumulative -2 CMD for one round
- **Sleep Walker (★Action)** - Target living model within 10" of the Cephalyx Overlord must make a command check. If the check fails, the Cephalyx Overlord's controller takes control of the model and may immediately move the affected model up to its current SPD in inches after which Sleep Walker expires.

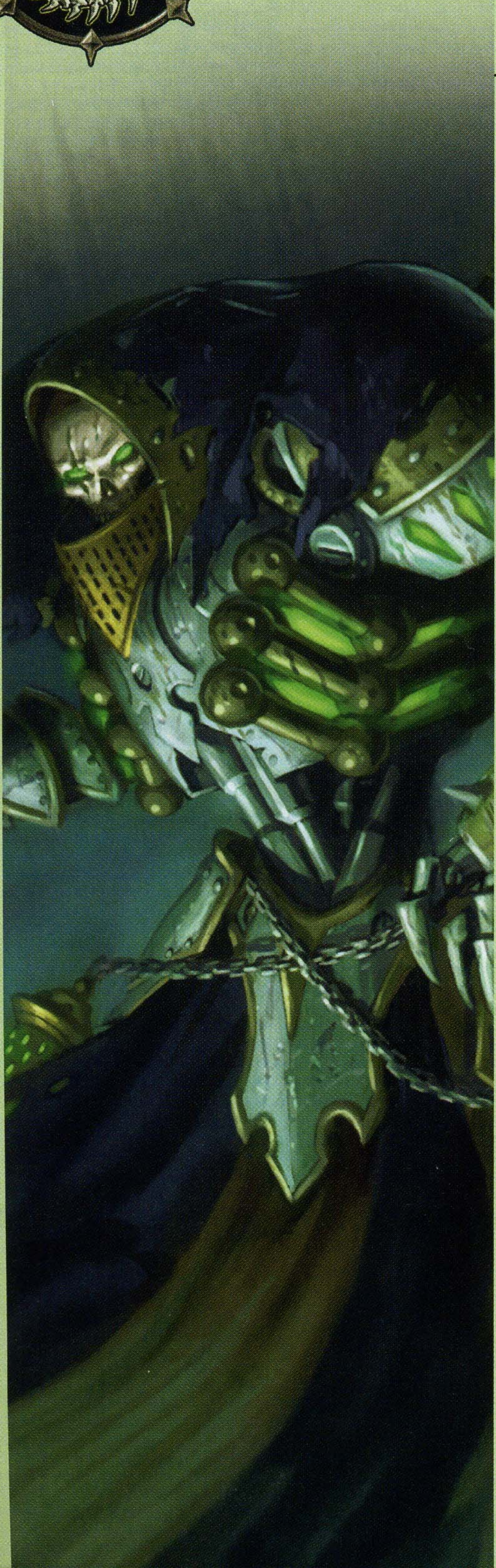
Psychic Assault

Sense Mind - A Cephalyx Overlord does not require LOS to make a Psychic Assault attack. When making a Psychic Assault attack, the Cephalyx Overlord ignores concealment, cover, cloud effects, Invisibility, Stealth and terrain.

THE WITHERSHADOW COMBINE

By patient machinations, these abominations tarnish our victories and magnify our defeats a hundred-fold.

—Battle-Chaplain Renus Oliveway of the Highgate Precursor Knights



By combing through ruins and manipulating agents to penetrate mainland cabals the Withershadow Combine has gathered a vast store of arcane lore and served among the more subtle tools in Cryx's arsenal for the last five centuries. Secrets of the Orgoth and other forgotten powers now known to the Combine alone allow them to pit their strength against the mortal kingdoms and resolve dilemmas that confound typical Cryxian solutions. They act as a precise scalpel amid an army of threshing blades.

Maelovus has access to lore the ancients never transcribed in book or scroll, and the depth of his knowledge is the envy of many scholars among the dead. He knows, however, that it is the quiet Admonia who is the real master of arcane secrets. She has proven her ability to unravel the spells of sorcerers or priests with a wave of her iron-clawed hand and a sibilant whispered word. Tremulous, an entity possessed of what some might mistake for morbid humor, seems insane to normal reckoning. The twitching of his macabre marionette prompts enemies to spastically respond in kind, and he seems to enjoy manipulating the shor lives of mortals.

The members of the Withershadow Combine know still more enigmatic rites. These liches have become adept at tearing armored plating and shivering bolts loose from warjacks at the slightest touch of their clawed hands as they seek to corrupt the cortex within. Through coordinated incantations, the three harness a battered cortex's mechanisms and energies to unleash a shimmering distortion in the walls of reality. Through this yawning portal, they can bring forth helljacks and bonejacks from the bowels of Cryx and let them loose to wreak havoc.

USING THE WITHERSHADOW COMBINE

The Withershadow Combine presents Cryx players with unusual challenges and tremendous opportunities. This character unit has a feel and play style unlike most other Cryx units in that each separate model has unique abilities, and every model contributes to the unit's overall power. The Combine is composed of powerful individuals, but it truly is more than the sum of its parts.

The Combine contributes to Cryxian warcasters while in the warcaster's control area by increasing their CMD and reducing focus drain by upkeeping one spell for free. They help in keeping control of warjacks like Seethers and act as effective warjack assassins, especially against 'jacks damaged by previous attacks.

The best part comes when they wreck a warjack and Dark Industries gives you a free bonejack or helljack. Sure, your warcaster can't give the new 'jack focus or channel spells through it, but a Slayer hits DEF 13 on average attack rolls and can throw a P+S 20 Combo Strike without any assistance. Your enemies will be working hard to prevent this from happening, and all it takes is killing a single member of the Combine to put the kybosh on this, but there is something wonderfully satisfying in pulling off a move

Iron Lich Maelovus

Mortal Death: before 50 AR

Inspired cult of plague survivors who mistook him for avatar of death: ~50 AR

Withershadow Combine created to observe mainland powers: 75 AR

Recalled to Cryx for assault on Drer Drakkerung: 201 AR

Allegedly aided Ivan Vladykin's rise to power in Khador: 457 AR

Coordinated mainland misdirection for Terminus & Daeamortus: 584-588 AR

Iron Lich Admonia

Mortal Death: before 63 BR

Plundered Arcanist's Academe after its Orgoth destruction: 63 BR

Observed Battle of the Hundred Wizards: 32 AR; lingered for executions: 40 AR

Cofounded Withershadow Combine with Iron Lich Maelovus: 75 AR

Excavated tower of Scion Nivara: 103 AR

Found and desecrated secret grave of Scion Stacia: 452 AR

Prompted declaration of war on the Combine by the Thamarite Shroud: 517 AR

Iron Lich Tremulus

Mortal Death: before 150 AR

Joined Withershadow Combine at Maelovus' request: 150 AR

Stole priceless formulae from Order of the Golden Crucible: 155 AR

Agents duplicated plans of Caspian colossal assembly: 191 AR

Agents infiltrated Khadoran Mechaniks Assembly: 423 AR

Maelovus **Cmd 9**

SPD	STR	MAT	RAT	DEF	ARM
6	7	7	4	14	16

Admonia & Tremulus **Cmd 7**

SPD	STR	MAT	RAT	DEF	ARM
6	7	6	4	14	16

Lich Claws

SPECIAL	POW	P+S
–	6	13

Maelovus' Damage	8
Admonia's Damage	5
Tremulus' Damage	5
Field Allowance	C
Victory Points	2
Point Cost	70
Base Size	Small

Maelovus

Shadowborne - While Maelovus is in play, models in this unit gain Shadowborne and Stealth. During its activation, a model with Shadowborne ignores movement penalties from, and may charge across, rough terrain and obstacles. An affected model may move through other models if it has enough movement to move completely past the models' bases and cannot be targeted by free strikes. Attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, it does not count as an intervening model.

Leader

Unit

Black Arts - A friendly Cryx warcaster with one or more models in this unit in his control area can upkeep one spell without spending a focus point.

Dark Industries - When a model in this unit disables or destroys an enemy warjack during its activation while the warjack is in melee range of all three models in this unit, instead of replacing the warjack with a wreck marker it may be replaced with a friendly autonomous Cryx warjack. The enemy warjack is removed from play. If the enemy warjack was a light warjack, it may be replaced with any non-unique bonejack. If the enemy warjack was a heavy warjack, it may be replaced with a Reaper or Slayer. The warjack may activate normally this turn.

Dismantle - When a model in this unit hits a warjack with a melee attack, roll an additional damage die.

Greater Authority - Friendly Cryx warcasters gain +1 CMD for each model in this unit in their control areas.

Soul Takers - A Combine model gains a soul token for every living enemy model destroyed within 6" of it. A Combine model may have up to 3 soul tokens at any time. A Combine model gains +1 ARM for each soul token it has. During its activation, a Combine model may spend soul tokens to gain additional attacks or to boost attack or damage rolls.

Terror - Enemy models/units in melee range of a Combine model and enemy models/units with a Combine model in their melee range must pass a command check or flee.

Undead - A Combine model is not a living models and never flees.

Magic Ability

As a special attack or action, a Combine model may cast one of the following spells during its activation. Determine the success of a magic attack by rolling 2d6 and adding the model's Magic Ability score of 7. If the roll equals or exceeds the target's DEF, the attack succeeds. A Combine model cannot make additional attacks after making a magic attack.

- **Dark Fire (★Attack)** - Dark Fire is a RNG 10, POW 12 magic attack. The attacking model gains the soul token for a living model destroyed by Dark Fire regardless of its or any other model's location in relation to the model destroyed.
- **Puppet Master (★Action or ★Attack) [Tremulus Only]** - Puppet Master is a RNG 10 spell. When this spell targets an enemy model/unit, it is a magic attack. The Combine's controller may make one affected model re-roll one or more dice rolled for a command check, attack, or damage roll, then Puppet Master expires. The Combine's controller chooses which dice are re-rolled. Puppet Master lasts for one round.
- **Unbinding (★Action) [Admonia Only]** - Enemy upkeep spells within 5" of Admonia expire. The models controlling the expired upkeep spells each suffer d3 damage points per expired spell.

which gives you a free 110 or 113 point model, especially if this removes a wreck marker before Darius can repair it back to full effectiveness.

On their own, the Combine models provide a great deal of denial, mostly through their specific Magic Ability spells. Forcing a unit to re-roll attacks, damage rolls, or command checks with Puppet Master can completely disrupt a series of attacks or abilities, such as Trollkin Champions' Concert or Greylord's Ice Cage, that rely on previous successful attacks by models in the unit. Admonia's Unbinding spell can cripple models or armies dependant on upkeep spells. Removing spells like Iron Flesh and Arcane Shield can spell the doom of enemy models, while ending spells like Shatter Storm or Hand of Fate can drastically reduce a unit's effectiveness. Even the simple ability to kill a model from 10 inches away with Dark Fire and get a soul token for it is too cool to pass up. Casting Puppet Master on a unit and using Dark Fire to kill the leader sets those troopers up to fail their command check as soon as you can get a terrifying model close to them.

A Privateer Press Staff WARMACHINE Battle Report

Mining is RISKY BUSINESS

No Quarter Battle Reports put you in the thick of the fight. Get inside the head of each player, learn their tactics and strategies, and see their mistakes and brilliant epiphanies.

by **Douglas Seacat** and **Rob Hawkins** · Terrain by **Alfonso Falco**
Art by **Imaginary Friends Studio, Marek Okon, Andrea Uderzo, Chris Walton,** and **Matt Wilson**

Alfonso created a fantastic table including mine tunnels (see pg. 44) that we thought would make an amazing battle report, so we appropriated it and wrote a scenario that would exploit its unique elements. We don't expect everyone to have the time to construct a table like this, but it's easy enough to approximate the layout and apply the basic rules. For this battle report, Cygnar acted as the defender while the Protectorate of Menoth was the attacker.

The participants painted all the models shown in the diorama pictures. Rob's army included a number of his award-winning models from the 2006 P3 Grandmaster Painting Competition. Doug was quick to note that his models are more "typical of what you might see painted by regular folk eager to play with a fully painted army."

Mine Tunnels Scenario

Description

A major mine has become unstable, prompting evacuation, but a senior mining supervisor and his crew were injured and await rescue. Amid the chaos, an enemy army has arrived to destroy the mine and its supervisor. This force arrives to discover a force standing ready to defend the mine and its personnel.

Special Rules and Set Up

The mine complex comprises half of the table. A number of special rules apply inside the mine tunnels (see "Mine Rules", following page).

A 3" x 3" area representing the Hospice Shelter is marked on the map.

Beginning

The mine table used in this battle report includes terrain that can cover over the top of the mine tunnels. This allows the defender to secretly deploy his army inside these tunnels. The defender deploys his army inside the mine, or within 2" of the outside of the mine, without the attacker watching and then restores the cover on the mine before the attacker deploys. If the defender wishes to deploy a model with advanced deployment inside the mine, he must place these models during regular deployment. No models can be placed inside the mine after the cover is restored. The attacker deploys in a 10" x 24" deployment zone in the corner opposite the mine.

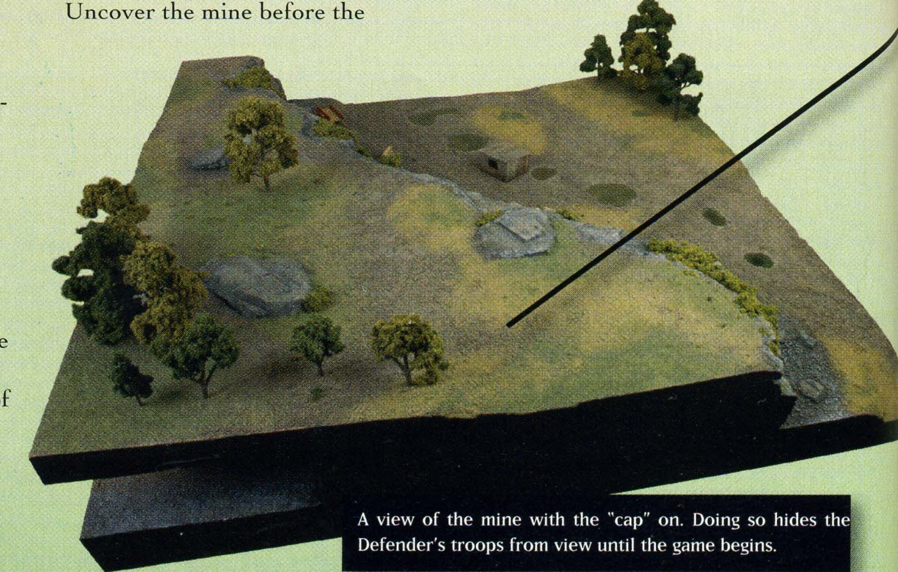
After regular deployment, the defender can only advance deploy models within 6" of a mine entrance.

The attacker takes the first turn. Uncover the mine before the defender's first turn or if the attacker's models enter the mine on his first turn.

Victory Conditions

The attacker wins the game when he begins a turn with his warcaster completely within the Hospice Shelter area.

The defender wins the game when the attacker's warcaster is destroyed or removed from play.



A view of the mine with the "cap" on. Doing so hides the Defender's troops from view until the game begins.

Mine Rules

Walls

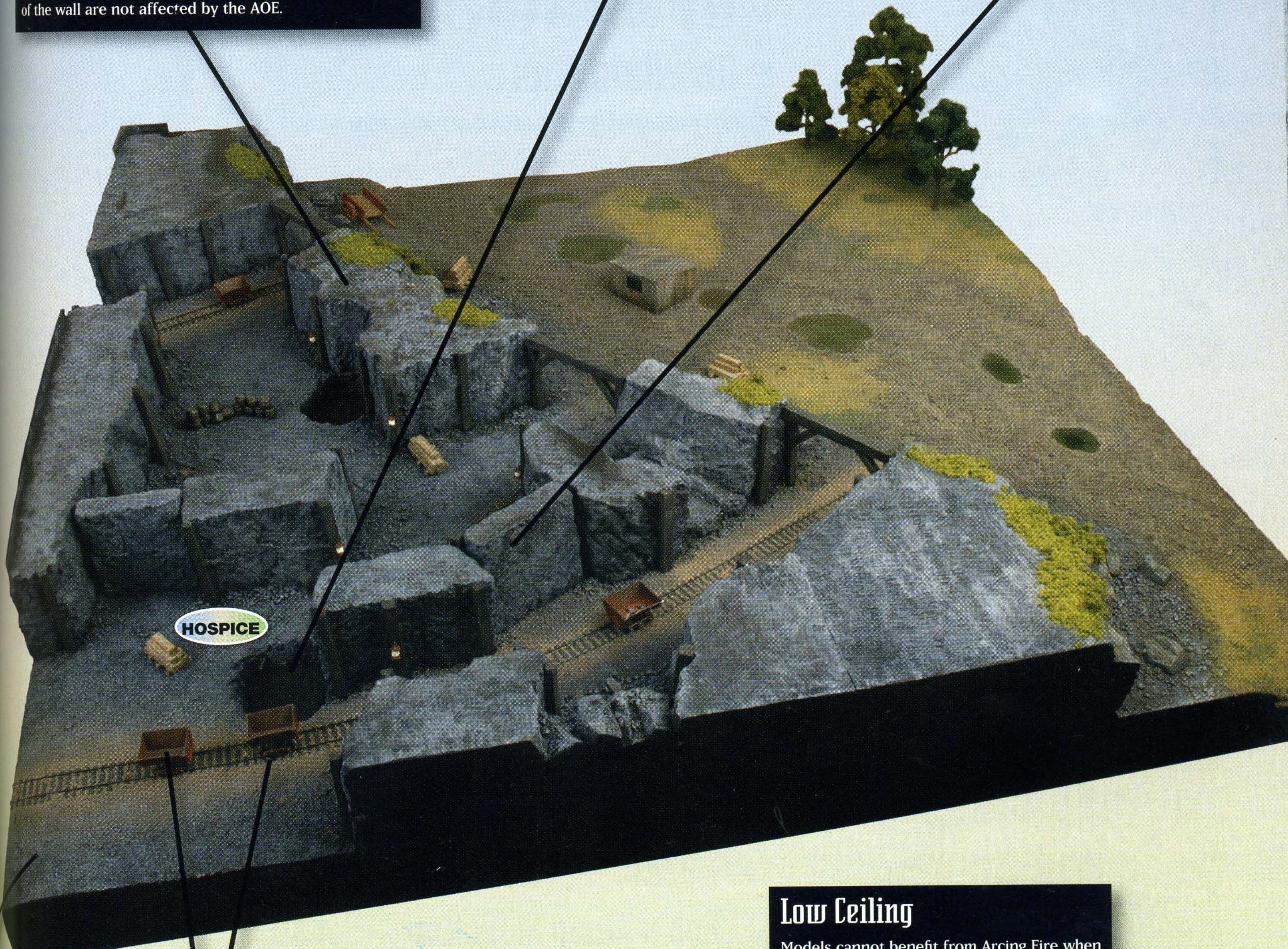
If an AOE would deviate past a wall, center it at the point its deviation contacts the wall. Models on the other side of the wall are not affected by the AOE.

Pits

When any part of a model's base enters the area of a pit, the model is removed from play.

Breakable Walls

Two removable wall segments have ARM 17 and a damage capacity of 25 points. The other walls cannot be damaged.



Low Ceiling

Models cannot benefit from Arcing Fire when firing at a model in the mine.

Mining Carts

Carts provide cover for small- and medium-based models but do not count as linear obstacles and do not obstruct movement. If a model moves within 1" of a cart, that cart may be moved along its track after the model is moved. The cart can be moved anywhere on its track between its starting position and within 1" of the model's location after it has ended its movement.

Cave-in

When a ranged attack AOE deviates to a point inside the mine, a medium- or large-based model is slammed or thrown into a wall inside the mine, or if a spell, special action, or special attack that can knockdown models is made by a model inside the mine, the active player must make a cave-in check. The player rolls a d6. On a 5 or 6, a cave-in occurs. If a cave-in occurs, place a 3" AOE cave-in template in a location d6 inches from the point where the check was triggered in a direction determined by the deviation template. Models in the cave-in template when it is first placed suffer a POW 8 damage roll. The cave-in template deviates through walls, is rough terrain and remains on the table for the rest of the game.

Common Ground

Before the start of the game, Rob and Doug agreed on a few rules for miscellaneous terrain. Stacks of wood and barrels would serve as immobile linear obstacles. Similarly, the large boulders outside the mine would provide cover, but would not qualify as rough terrain.

During this battle report, tunnels are identified as being on the "left" or the "right" based on the point of view of the player currently describing their turn.

Protectorate of Menoth

Rob Hawkins

DV
DV
BU
CR
AV
RV
VA
RE
DM
CM
CL
HZ
HL
MB
RZ

Rob's Protectorate Army

Model/Unit	Points/VP	
High Executioner Servath Reznik	70/5	RZ
Crusader	93/3	CR
Revenger	76/2	RV
Devout x 2	138/2 ea	DV DV
Avatar of Menoth	147/4	AV
Choir of Menoth (6)	22/2	CL CM
Vassal of Menoth	19/1	VA
Reclaimer	16/1	RE
Holy Zealots (10)	60/2	HL HZ
Monolith Bearer	24/+1	MB
Dirty Meg	23/1	DM
Buccaneer (marshaled by Dirty Meg)	61/2	BU
Total	**749/28**	

Rob's Troop Selection

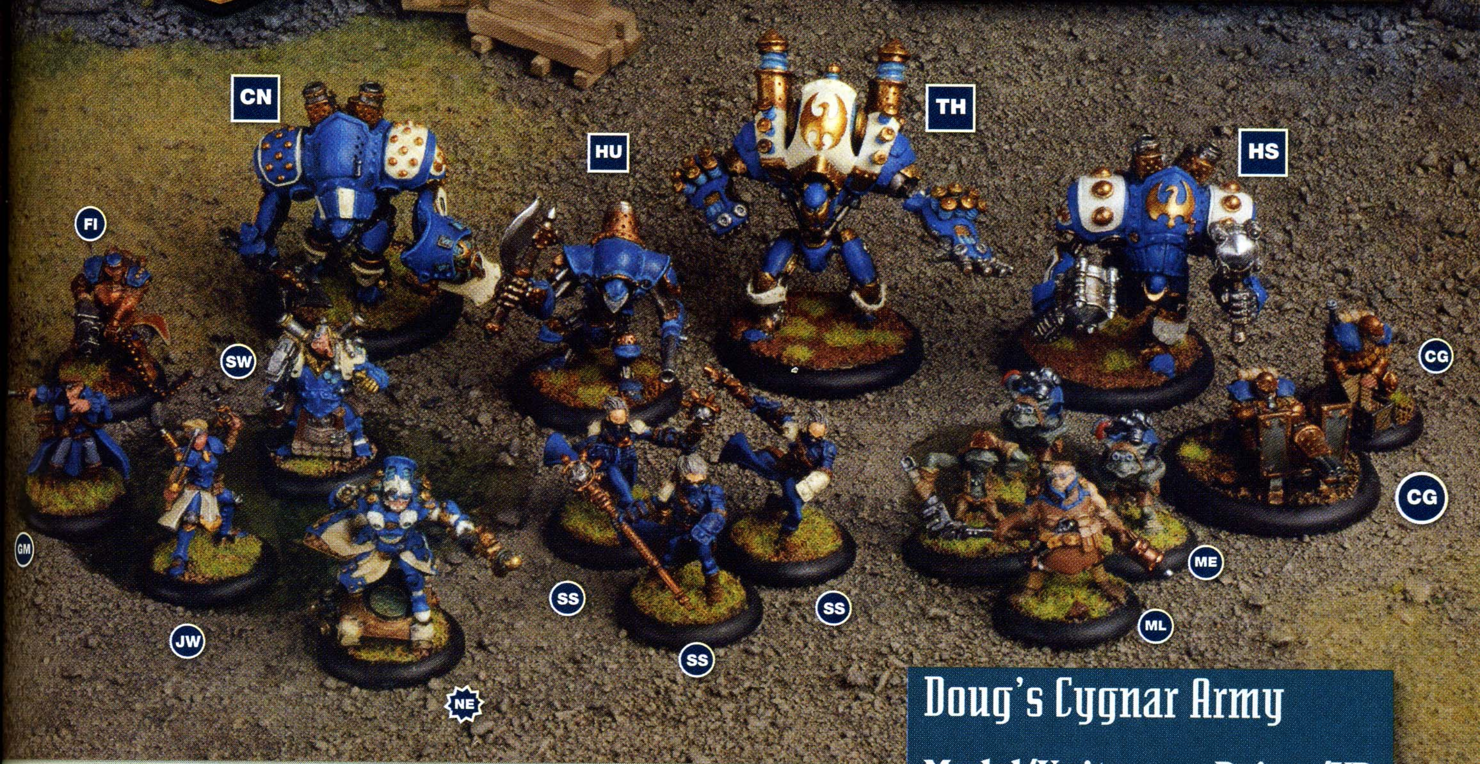
Servath Reznik is without a doubt a 'jack 'caster, and I wanted to take advantage of that fact with a Revenger to channel spells and a Crusader to dish out the hurt. I included the Avatar of Menoth—even though it would not benefit from Witch Hound, Zealot's Rage, or Brand of Heresy—because I felt that Reznik's FOC 6 warranted a powerful warjack that could take care of itself and ignore Disruption, which I knew Doug's army would have in spades. I selected two Devouts as bodyguards for Reznik and the Avatar.

I felt sure that Doug would have at least one Centurion, so I chose Dirty Meg to 'Jack Marshal a Buccaneer as a counter. The Buccaneer can boost the attack roll for its Net, giving me three dice to roll a seven, and lower the Centurion's DEF. This makes it easier for Meg to hit with a shot from Junker. Junker's System Lock ability can disable the Centurion's magno shield and allow my heavy hitters to charge the pesky 'jack.

The remaining points went into a full unit of Zealots, a Choir, a Reclaimer solo, and the new Vassal of Menoth to add a little boost to my 'jacks.

Cygnar

Doug Seacat



Doug's Troop Selection

I decided to go 'jack heavy to exploit General Adept Nemo's feat and the mine bottlenecks. No 'jack is more fun to load with five focus than the Thunderhead, so he was a "must-include", and the Centurion is the ultimate roadblock. I chose the Hammersmith because I wanted to push an enemy 'jack into one of the pits with Beat Back. I tried to squeeze in a Defender, but I eventually opted for a Hunter attached to the Journeyman instead. We wanted to feature Strangeways, but I would have taken him regardless since he works wonderfully with the Thunderhead.

With the three Stormsmiths and Gun Mage Captain Adept I hoped to take advantage of attacking without line of sight. I would have taken Eiryss too except that her Technological Intolerance would pose a problem. I added Field Mechanics and debated the merits of two units, but decided to round things out with some Trenchers instead. Given the narrow passageways, I thought the Chain Gun might tear up some enemies inside, particularly with Captain Maxwell Finn to boost their RAT. A small army, but I felt confident it could hold out.

Doug's Cygnar Army

Model/Unit	Points/VP	
General Adept Sebastian Nemo	84/5	NE
Thunderhead (bonded)	154/4	TH
Centurion	113/3	CN
Hammersmith	111/3	HS
Journeyman Warcaster	25/1	JW
Hunter	88/2	HU
Trencher Chain Gun	28/1	CG CG
Field Mechanics (4)	16/2	ML ME
Captain Maxwell Finn	31/1	FI
Captain Arlan Strangewayes	32/1	SW
Gun Mage Captain Adept	32/1	GM
Stormsmith x 3	36/1 ea.	SS
Total	**750/27**	

Cygnar

Doug Seacat

Cygnar Deployment

This scenario is unusual in that the defender (me) needed to deploy first, but would go second, covering up the mine to keep things secret. Rob and I had the opportunity to play on this terrain with different lists while ironing out the scenario. I found it an extremely enjoyable and tactically interesting board. No two games played out even remotely the same way.

I deployed my force to maximize the strengths of my warjacks. My Centurion took up position at the central entrance for the best chance of holding against a forward advance. I situated my Thunderhead inside but near a breakable wall, so I could pound through and support the right tunnel or stay in the center if needed. I knew from past experience the danger of leaving the leftmost hall open, so I planted my Chain Gun behind the pit in case Rob sent infantry to that side as he had done in previous games. Putting the Hammersmith there gave me a heavy 'jack near each tunnel. I scattered my solos around, including taking advantage of the narrow tunnel for the Journeyman and one of the Stormsmiths. Due to the scenario (see page 26), I had to advanced deploy the Hunter during regular deployment and placed it inside the mine.

I wanted to see if I could use Finn as a lure outside the left tunnel to tempt Rob into diverting models that direction towards my Chain Gun (I needed to keep Finn close to it in any case).

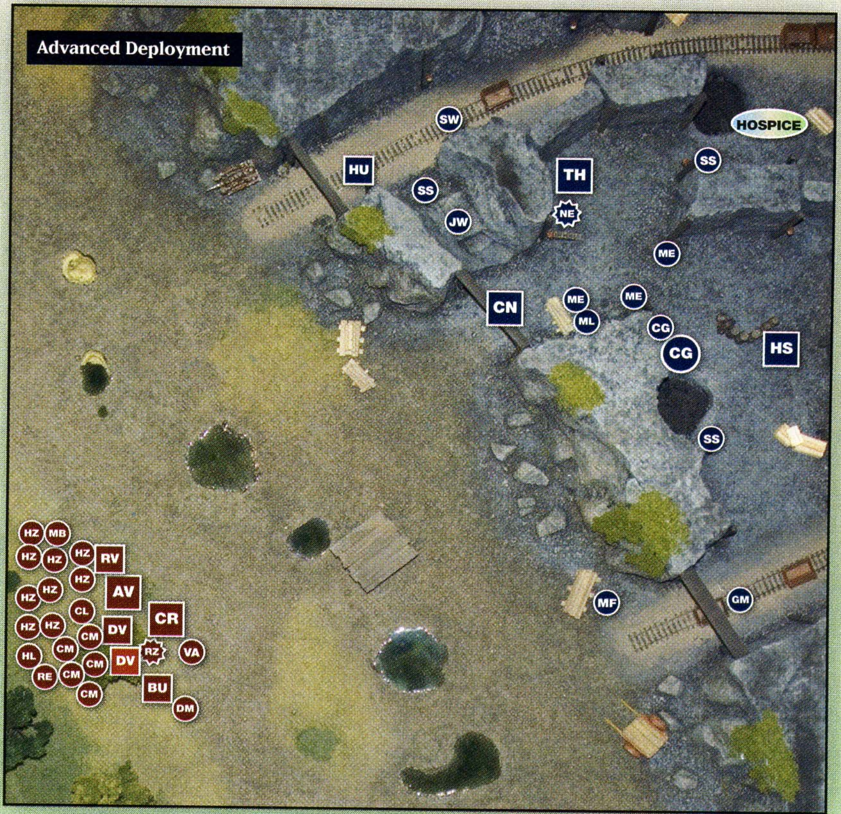
Protectorate of Menoth

Rob Hawkins

Protectorate of Menoth Deployment

As a result of Doug's concealed setup inside the mines, I had no idea of his army or deployment. I could see a Centurion in the mouth of the center tunnel and a Hunter in the tunnel to my left, but nothing more. The passage to my right looked clear, but also represented the longest path to the objective. Reznik is a direct man, so I chose the direct route. I deployed everything as far to the left as possible on that little hill. Dirty Meg and the Buccaneer stood to the right, ready to unleash their combo on that Centurion, with the Crusader nearby ready for the kill. The Zealots would take the left passage with the Reclaimer close behind to collect the souls of any who fell. The Avatar took up a central location. I planned to use it to take out the Thunderhead if it turned up in Doug's list. I did not have many long-range attack options, so I needed to cover the open ground quickly and start killing things.

I wasn't overly concerned about Finn. If he moved into range to shoot, he would also be in range of Reznik's spells or a charge from one of my warjacks. I had no Advance Deployment models.


Advanced Deployment
HOSPICE
SW
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ME
CG
CG
HS
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GM
HZ
MB
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HZ
HZ
RV
HZ
HZ
HZ
AV
CL
HZ
HZ
CR
CM
DV
CM
HL
CM
DV
RZ
VA
RE
CM
CM
BU
DM

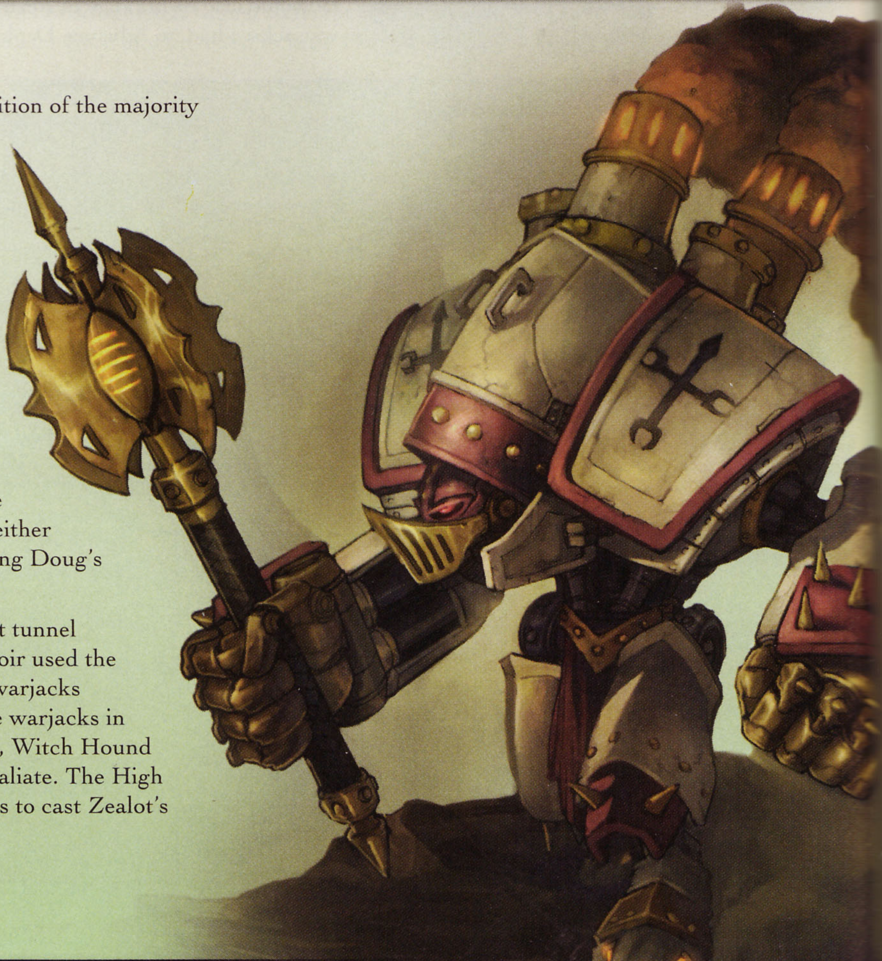
Protectorate • Rob

Round 1 • Turn 1

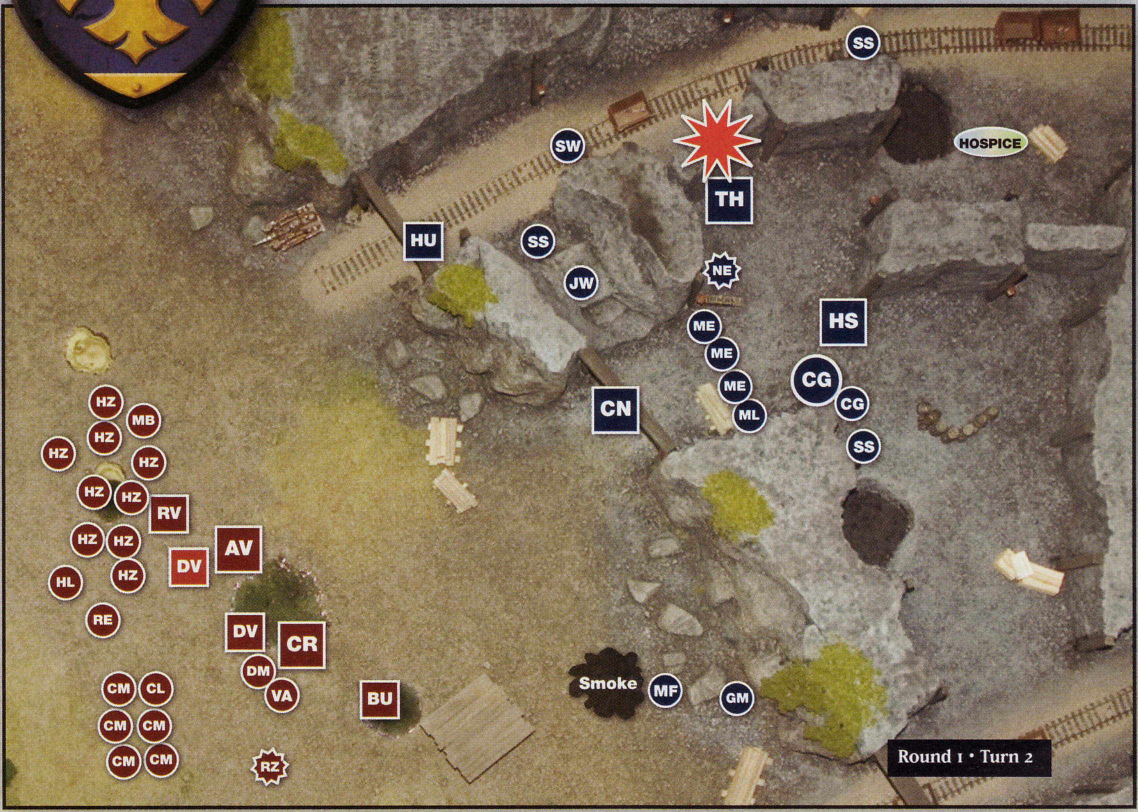
Without knowing the location or composition of the majority of Doug's army, I could only stick to my plan and surge forward. Reznik allocated focus to each of his warjacks to allow them to run.

The Buccaneer, Dirty Meg, and the Crusader ran straight toward the Centurion. The Vassal of Menoth advanced to within 3" of the Crusader, gaining +3 ARM from Gird, and cast Enliven on the Crusader to allow it to move if it suffered damage from an enemy attack. The Avatar and both of the Devouts rushed forward. I made sure that the Avatar had a clear line to get to either tunnel if the Thunderhead appeared during Doug's turn.

The Zealots and Revenger ran for the left tunnel with the Reclaimer close behind. The Choir used the Safe Passage battle hymn to protect my warjacks from any shooting. If Doug hit any of the warjacks in Reznik's battlegroup with a magic attack, Witch Hound would allow one of them to move and retaliate. The High Executioner used his remaining two focus to cast Zealot's Rage on the Crusader.



Cygnar • Doug



Round 1 • Turn 2

Rob's rush toward my right tunnel was not what I had hoped for. (Clearly Finn was not a tempting enough target!) I allocated one focus each to the Thunderhead and the Hunter. The Journeyman cast Arcane Shield on the Centurion, while my Thunderhead went to work on the breakable interior wall cutting him off from the right passage. I rolled above average, making me confident it would be gone in one more round. This wall had to go so I could have freedom of movement.

I know the damage the Avatar can do if left to its own devices, so I made it a top priority target, realizing I had better start chipping away at its hull. Safe Passage stops ranged attacks, but the Arcane Mechanik's Arcane Reinforcement spell let me work around that. Sadly, this meant the Hunter's attack qualified for the Avatar's Divine Shield DEF bonus and that turned my low roll into a miss.

I moved my Captain Adept up outside and had Finn come over and drop smoke to block sight just in case. I shifted a few things inside, moving the Hammersmith and Chain Gun toward the central tunnel since Rob had clearly chosen to ignore the left passage. Nemo cast Force Field on himself for the Zealot fire bombs I knew were coming my way and Polarity Shield on the Thunderhead. I hoped to retreat and shoot with the Hunter while the Thunderhead moved up to intercept intruders. I was about to learn the folly of that idea.

Protectorate • Rob

Round 2 • Turn 1

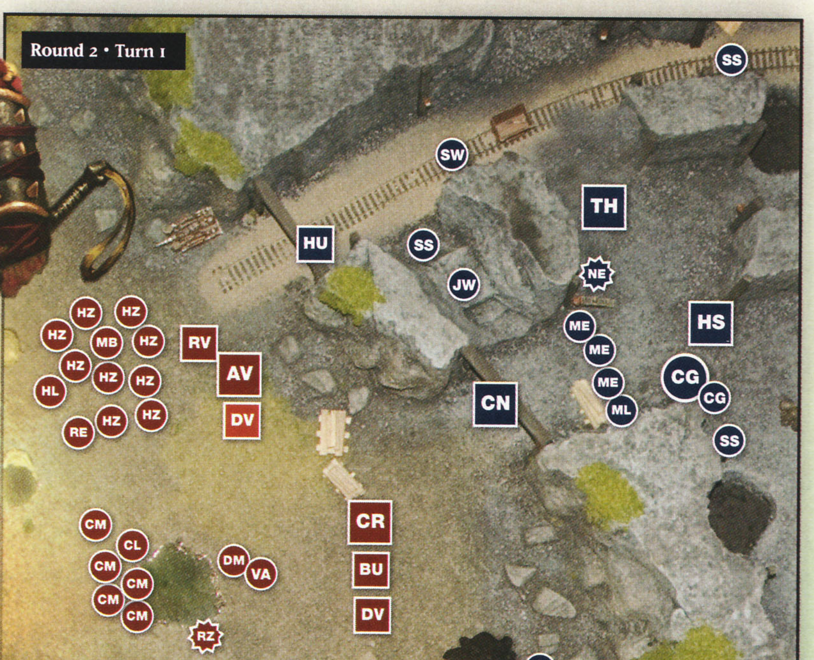
So far my plan was going swimmingly! This turn the Avatar generated two focus. Reznik allocated one focus to each Devout and to the Revenger to allow them to run, and upkept Zealot's Rage on the Crusader. I imagined hearing the roaring crash of the Thunderhead pounding on the cavern wall, and seeing the crackling blue arcs of energy in the darkness. With a Devout and the Revenger close by each side, the Avatar invoked Menoth's Gaze and lumbered toward the left tunnel. That Hunter wasn't going anywhere, or so I thought. Holy Zealots swarmed in beside the two warjacks.

Using Zealots Rage, I had the Crusader charge toward one of the gobbers it could see in the tunnel behind the Centurion. The spell allowed the Crusader to move farther than it could have if it had run, and every inch counts in this game. The Buccaneer threw its net at the Centurion and found its mark with a boosted attack roll. This dropped its DEF to 7 and forced Doug to forfeit the warjack's movement or action on his turn.

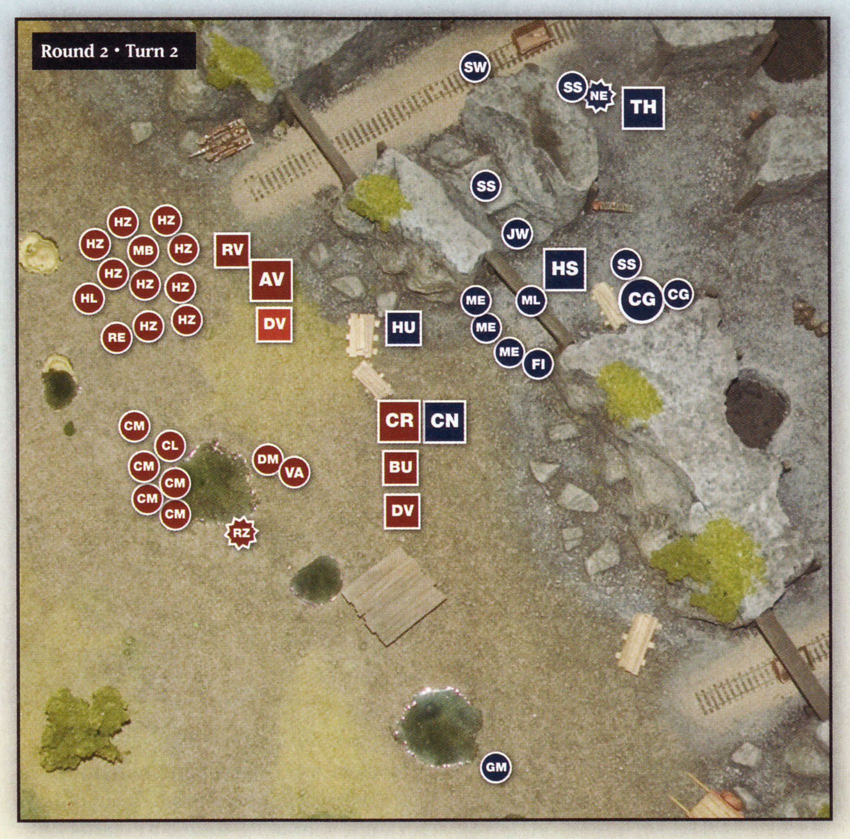
Dirty Meg moved as far forward as she could and fired Junker at the Centurion. I planned to system lock the Centurion's movement and trap it in place. On the following turn, I would repeat the trick, system locking the magno shield to drop the warjack's armor and allow charges. Brilliant! Well, the Centurion was two inches too far away, so Meg missed. Thanks to the net, at least the Centurion would not be able to demolish my Crusader.

The Choir barely had my warjacks in range for the Safe Passage hymn. Only the Devout near the supply shed was out of range, so I had the Vassal of Menoth cast Enliven on it. I had to take care not to outpace the Choir in the coming turns!

I moved Reznik up with the intention of continuing through the center passage. With his remaining two focus, Reznik channeled Brand of Heresy at the Hunter but missed the warjack's high defense. No worries. Even without boosted attack and damage, the Avatar should be able to easily crush the Hunter.



Cygnar • Doug



Round 2 • Turn 2

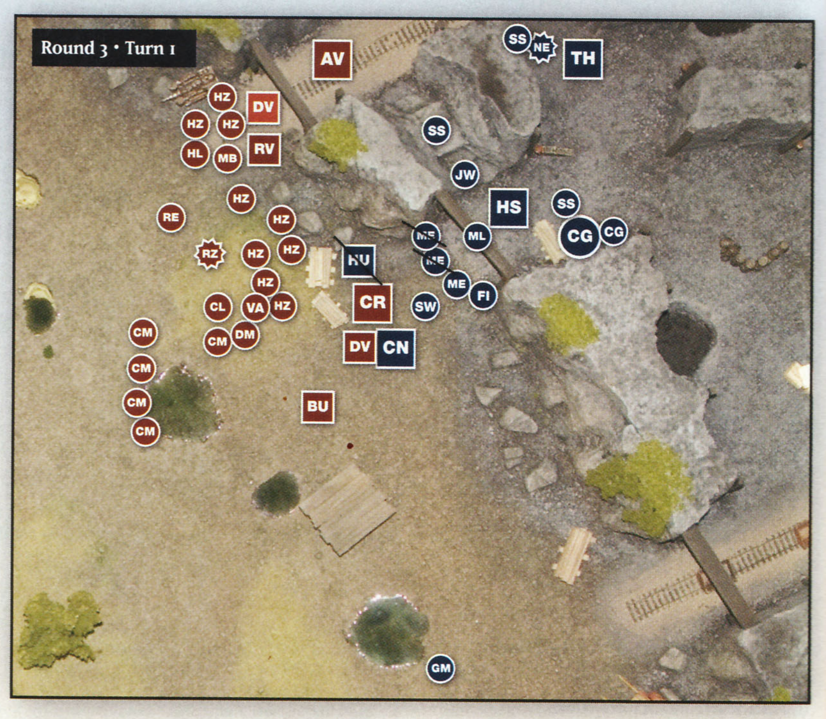
Oh yeah, Menoth's Gaze. It seemed likely I'd lose both my Hunter and Strangewayes before they had a chance to do anything.

I allocated one focus each to the Hammersmith and Centurion, upkeeping my two spells to leave Nemo with three focus points. The Journeyman upkept Arcane Shield on the Centurion and tossed two focus into the Hunter so he could get one shot off before he died.

I had an unlikely plan to try to keep him alive. First, I sacrificed my netted Centurion's action by running forward. At the time of this writing, the ruling on Vilmon's Impervious wall (essentually the same rule) allowed the Centurion to forfeit his action and still run. Originally I planned to put it in front of the Crusader but the option of engaging both the Crusader and the Buccaneer distracted me. Strangewayes cast Evasive Action on the Hunter, which moved up and fired at Reznik, dealing seven damage to the big guy. The sneaky part involved using the Pressurized Reserve Tank to work around Menoth's Gaze and get the Hunter behind a linear obstacle near the middle. This worked because this is not the Hunter's normal movement. Unfortunately, because I got greedy, my Centurion did not quite block the Crusader as intended. Whoops!

I ran my Field Mechanics, ensuring I ended within 5" of the 'jacks with the gobbers in front as a living wall. My Stormsmith in the narrow tunnel successfully disrupted the Revenger and did a little damage, but my center Stormsmith was just too far away to zap the Crusader. The Thunderhead punched through the interior wall on schedule and I considered what a misuse of expensive military hardware that represented. I moved Nemo to cast Polarity Shield on Strangewayes thinking it might help keep him alive (yes, I know I should not have upkept it earlier).

Protectorate • Rob



Round 3 • Turn 1

I underestimated that Hunter! The Devout and the Buccaneer stood little chance of hurting the Centurion and could not really get to the Hunter. That left things in the hands of the Crusader. Reznik allocated it three focus and kept three for himself to partially heal the damage. The Avatar generated four focus.

The Choir moved in, leaving a gap for Reznik, and Infused the Protectorate 'jacks. The center tunnel looked like a roadblock, and I was willing to write off the Crusader to tie up the Centurion.

Once again, the Avatar activated Menoth's Gaze and ran into the tunnel. The Devout and Revenger walked into the mouth of the tunnel to clear the way for the Zealots, who threw bombs at Doug's gobbers. The first throw fell out of range, and Doug elected to scatter it back toward my own forces with Nemo's Force Field. Fortunately the distance roll did not reach my own troops, but the template clipped the Hunter. Sadly, Strangewayes' Evasive Action spell made the Hunter immune to blast damage. I opted for a second throw and scored double sixes, incinerating two gobbers in a fiery blast.

Reznik regenerated three points of his power field and ran over toward the Reclaimer. The Crusader moved to bring the Hunter into melee and hit with the inferno mace. The boosted damage roll inflicted 16 points! For good measure, the Crusader did another six points of damage with its fist to disable the Hunter. The remaining two focus went into attacking the Centurion, scoring a critical hit to light it on fire and five damage. The Vassal of Menoth used Ancillary Attack to give the Crusader an additional strike, but it missed.

The Buccaneer disengaged from the Centurion, suffering 15 points of damage and losing its gaff arm and cortex from the free strike. A boosted net throw brought the Centurion's DEF to 7, just enough to allow Dirty Meg to hit with Junker! Meg locked the Centurion's piston spear to prevent it from wrecking the Crusader. I moved the Devout in as close as possible, hoping I would have enough reach to hit the Hammersmith with a Defensive Strike if it charged.

Cygnar • Doug

Round 3 • Turn 2

I had Nemo upkeep Force Field but let Polarity Shield fade so I could allocate three focus each to the Hammersmith and the Thunderhead.

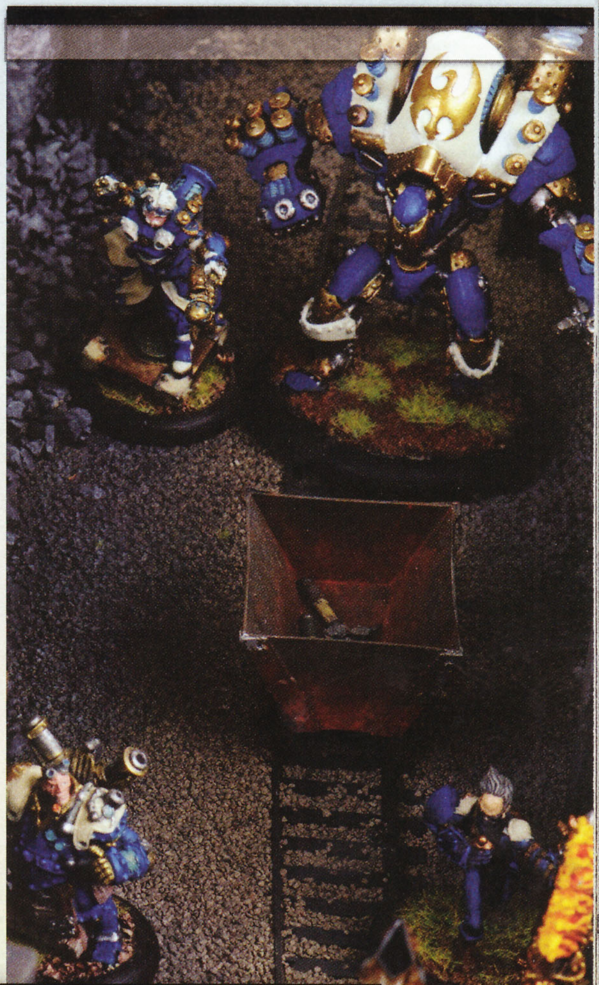
I was excited to see that Rob had obviously forgotten the Stormsmith in the narrow tunnel and moved his Zealot Priest up. I managed to get the skill check and zap him, a real coup.

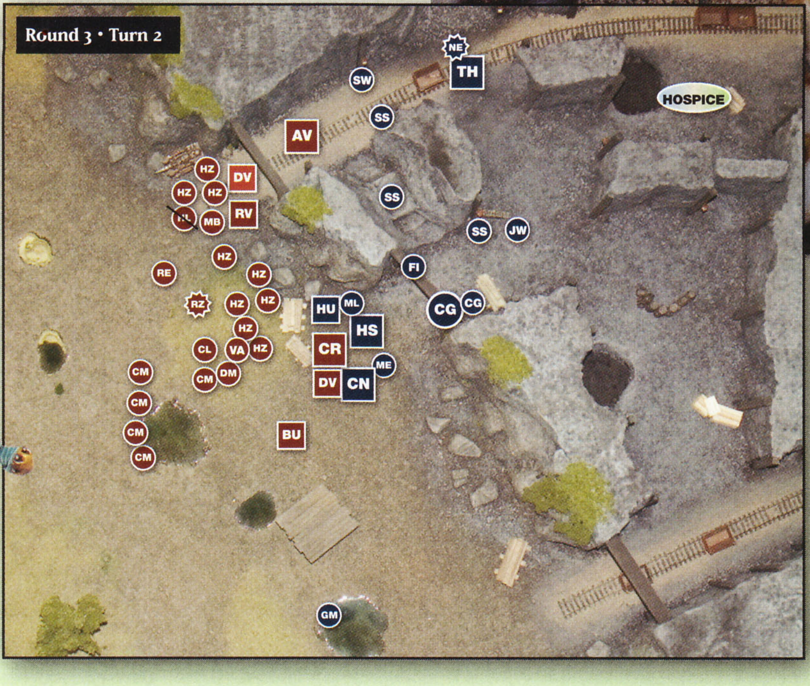
I decided to repair the Hunter out of spite. The Crusader would still be engaging it, but making Rob kill it again would be totally worth it. I put the last Gobber Bodger on the dented Centurion and the Crew Chief on the Hunter, leaving 3" between. The Bodger didn't make his skill check (surprise) but the Crew Chief got maximum repair, bringing the Hunter from two boxes left to fully operational!

The Hammersmith charged the Crusader up the middle, landing four respectable hammer blows to take out its movement system and open fist, but sadly not its inferno mace. The little bit of room between the Crusader and the obstacle behind it meant I was able to use Beat Back to move the 'jack just enough to disengage the Hunter. Lacking focus, the Hunter only managed a single point of damage firing on Reznik. My Centurion enjoyed a Defensive Strike from the Devout but, the Devout missed.

The next key move lay in firing Nemo's Galvanic Bolt at the Avatar, who didn't have Safe Passage this round. I only needed a five to hit, but given the role's importance, Nemo used Focus Matrix to steal a focus point from the Thunderhead and boost the roll. He hit and inflicted Tractor Field to stop the Avatar cold. Unable to retreat because of Menoth's Gaze, Strangeways moved to the right and fired his gauntlet spray through the Avatar to hit and disrupt the Devout behind it. I tried to use a Stormsmith to zap the Crusader but failed the skill check. The last Stormsmith disrupted the Revenger and its arc node.

The Thunderhead entered the tunnel to fire his Lightning Coil twice at the Avatar, scoring deep grooves. My Gun Mage Captain took a Long Shot at the Choir Warpriest, needing only a six, but missed.





Protectorate • Rob

Round 4 • Turn 1

Losing both my Zealot Priest and the Choir Warpriest in the same turn would have been disheartening. Thankfully, Doug's dice let him down against the Warpriest. The Crusader still had a cortex and a mace, so I allocated it three focus.

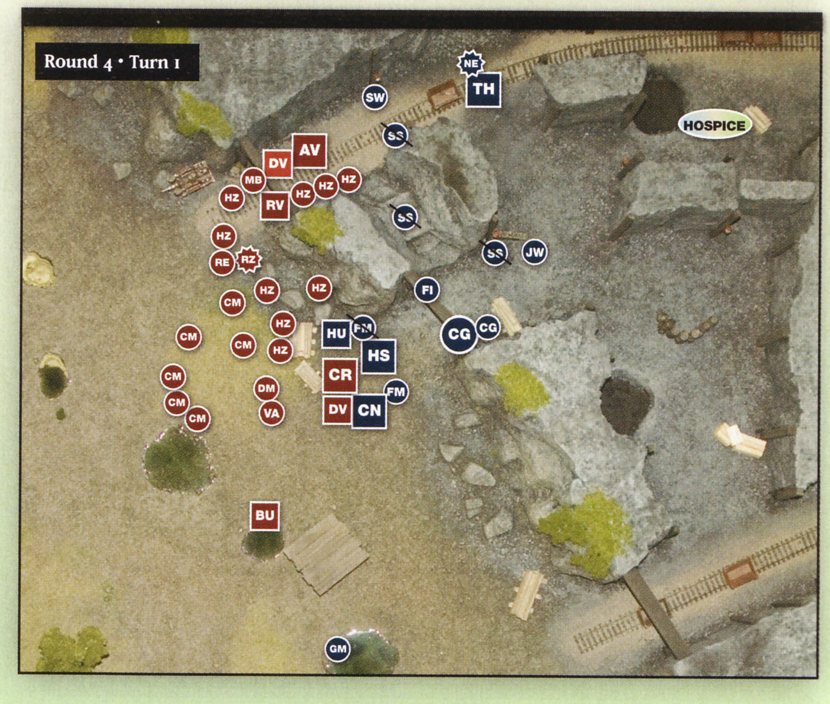
Thanks to Nemo's Galvanic Bolt, the Avatar's four focus would go mostly to waste this turn. It activated Menoth's Gaze yet again. My Devout activated and moved into the back of the Avatar.

Then the Zealots moved to avenge their Priest. They took up positions and, as the Monolith Bearer invoked Greater Destiny, let the fire bombs fly at the Arcane Mechanic and the two Stormsmiths. Every throw missed its mark. Doug did his best to scatter the deviating bombs away from his forces, but none of the templates scattered more than two inches. Strangewayes escaped, but the nearest Stormsmiths both died. The shot that killed that second model triggered a cave-in check, which deviated through the walls to hit the last Stormsmith! In the center entry, the Crew Chief exploded and the remaining gobber ran for his life.

Reznik boosted the attack roll to cast Brand of Heresy on the Hammersmith, but rolled a two, two, and one. Between being in combat and screening, I just missed. I considered using Reznik's feat Judgment Day, but decided not to.

The Choir chanted Safe Passage to protect the Avatar from ranged attacks. The Crusader moved to engage the Hunter and pounded on the Hammersmith, inflicting some damage but not enough. The Hammersmith should have been a smoldering ruin, but the sheer number of ones and twos coming up against it were killing me! Even when the Vassal cast Ancillary Attack, the Crusader's attack missed.

The Devout moved in and stabbed the Hammersmith through the gap between the Crusader and the Centurion, doing little damage. Lastly, Dirty Meg and the Buccaneer tied up the Centurion's piston spear again.



Cygnar • Doug

Round 4 • Turn 2

I lost all three Stormsmiths in one round! The last Gobber Bodger began fleeing into the depths of the mines. The Hammersmith was hurt. Despite Rob's trick with Dirty Meg and the Buccaneer, I had a Cunning Plan™.

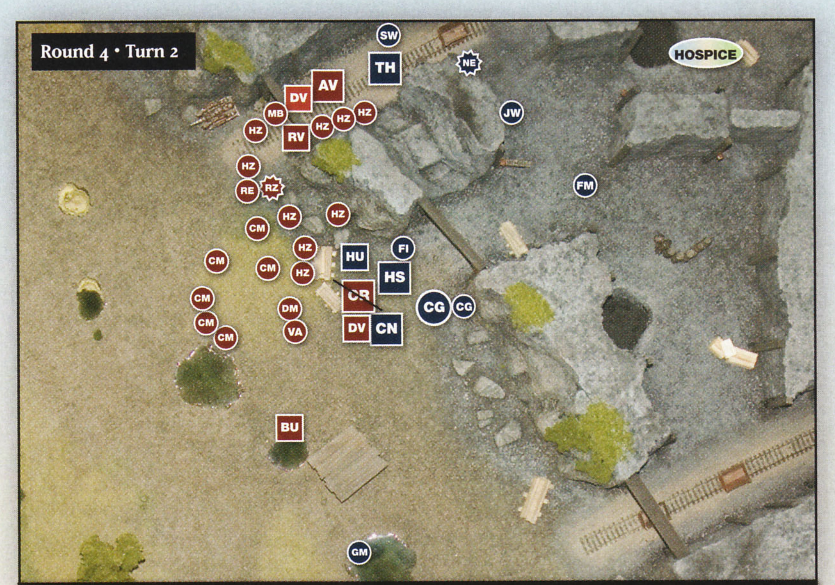
The Journeyman gave the Hunter two focus and Nemo gave the Hammersmith two focus and upkept Force Field again. I loathed using High Voltage while the Centurion's spear was inactive and Nemo was too far to use System Bypass on the 'jack.

With Safe Passage blocking the Galvanic Bolt, Nemo used four focus to cast Voltaic Strike on the Avatar, boosting damage to nick it and reduce its speed. I decided to use his feat after all, moving the Centurion in Nemo's control area and used High Voltage to power the 'jacks, gaining seven free focus. With Focus Matrix, I slurped two back from the Centurion and one from the Thunderhead to cast System Bypass on the Thunderhead. In hindsight, I should have done Lightning Shroud instead. Greater Destiny made me think I shouldn't bother, but it would have been nice the next turn.

Strangewayes cast High Performance on the Thunderhead to let it slam into the Avatar for free, driving it into the wall of the tunnel with boosted attack and damage rolls and knocking down the Devout behind it. This prompted a cave-in on the Zealots nearby. Sadly, Greater Destiny left them unharmed but mired in rough terrain.

I activated the Centurion and asked Rob if he wanted to make a Defensive Strike. With the Hammersmith in range of the pole axe, Rob decided to wait. I then used the magno shield's Electro-Lock to seize the pole axe. This allowed me to activate the Hammersmith without fear of Defensive Strike and scrap the Crusader. This freed up the formerly engaged Hunter to fire at Reznik. I rolled well and my armor piercing round dropped Reznik to three health. I could almost smell victory, but I didn't have a good follow-up. If only I had some Stormsmith strikes!

I tried to take out the Warpriest with Finn's mini-slugger, but missed. I moved the Chain Gun and had them fire their military rifles at the Vassal of Menoth. I'd have killed him if he wasn't within 3" of a Protectorate 'jack for his ARM bonus.



Protectorate • Rob

Round 5 • Turn 1

It's amazing how one mismanaged turn can ruin your plans. My fifth turn suddenly became damage control. Reznik kept all of his focus.

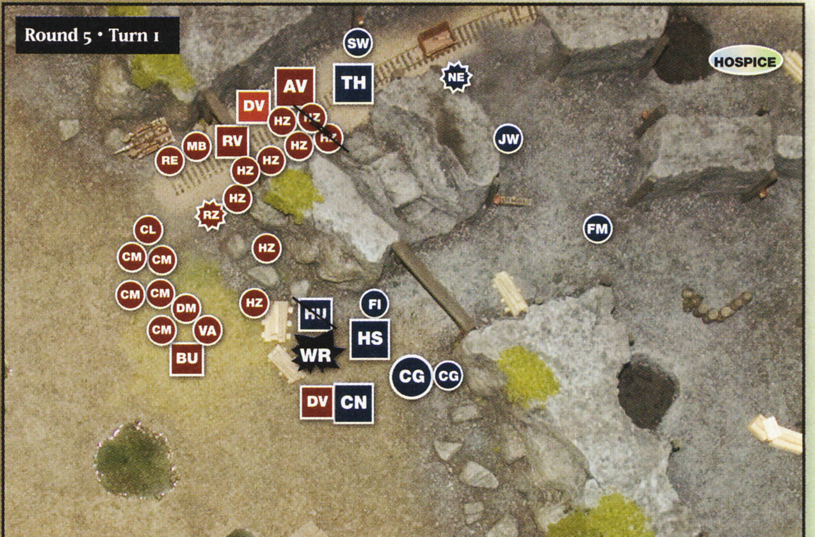
The Devout and the Avatar got to their feet and kept out of the Thunderhead's melee range. Menoth's Gaze went up, of course, and the Revenger moved up behind the other 'jacks to clear the way.

Holy Zealots piled into the tunnel and unloaded a hailstorm of fire bombs at the Thunderhead. Only two of the four throws hit their mark, causing minimal damage and setting the warjack ablaze. The scattered bombs fell back on my own troops, killing two of the Zealots. The Reclaimer could only collect one of their souls.

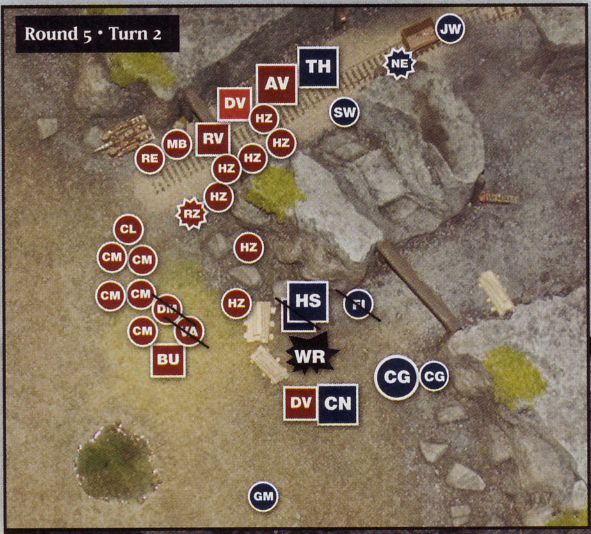
The two Zealots that remained outside threw their bombs at Finn and missed. Doug attempted to deviate the blast templates onto my own troops, but the bombs only moved a few inches, damaging the Hunter a little each time and finally disabling it. He mumbled something about how he should have deviated them the other way.

Reznik had cover from a boulder, and I decided to keep him there lest Finn or the Trencher Chain Gun shot him down. I spent four focus to regenerate Reznik's power field, the remaining two focus to cast Firestarter on Finn with a boosted attack roll, and then popped Reznik's feat. Finn caught fire, and since he was touching the Hammersmith he set it ablaze as well.

If Finn didn't incinerate next turn he might actually hit something with his mini-slugger, so I tried to arrange my forces as best I could. The Choir used Safe Passage and kept their distance from Reznik to prevent Doug from clipping him with a Strafe. With a lucky roll (double sixes), Meg hit the Centurion, despite it being in combat and behind cover. It would have to fight without the piston spear for a third time! The Devout remained stuck due to the Centurion's lock, but the Vassal and Buccaneer moved in to screen Meg and the Choir.



Cygnar • Doug



Round 5 • Turn 2

I hate fire. Just my luck, it lingered on Finn and burned him up after I failed his Tough check. I only upkept Force Field. Reznik's feat really put a damper on my plans, since I couldn't allocate focus right when I needed to.

I moved Strangewayes to spray a Zealot. I had to target a Zealot because of Safe Passage, but I really wanted the 'jacks in the back. I missed the Zealot, but I hit and disrupted both warjacks. The Journeyman cast Arcane Shield on the Thunderhead. I considered putting it on Nemo, but with Zealots nearby I couldn't give up my Force Field. The Journeyman stood outside of Reznik's control area so he did not ignite for casting a spell.

I sent the Thunderhead against the Avatar and scored all three hits. I did little damage but successfully scrambled the Avatar. The Hammersmith moved onto the wreck markers to clear a firing lane for the Chain Gun, while the Centurion maintained its lock on the Devout.

The Captain Adept came around and shot Dirty Meg, but the pesky pirate made her Tough check. My Chain Gun had range on the Vassal and scored a hit plus maximum strafe (three extra attacks). I allocated one to the Vassal and the other two on knocked down Meg. I killed the Vassal right away, but Meg made her next Tough check and didn't die until the third bullet!

Last, Nemo. I decided I had to go for the kill. Since Reznik is a medium base, I could see him for my ranged attack and spells. I hoped the ranged attack might kill him outright, but I rolled pitiful damage on the boosted roll, leaving him with four health. The safe thing would have been to hold focus but I decided to risk the odds and cast Pulse Lightning. I only needed slightly above average rolls to kill the fanatic. My boosted attack hit and I received three damage rolls! All I needed was average on the third, but I matched his armor. Now I had Nemo on fire with zero focus left. Rats.

I reassured myself that I was probably safe. Zealots were my main concern, but with Nemo's Force Field and their Priest dead I felt sure I could weather the bombs.

Protectorate • Rob

Round 6 • Turn 1

I should have lost it right there, but Doug's dice didn't let me down. Reznik still lived, but only just. Due to getting hit by Nemo's spell, Witch Hound allowed a model in Reznik's battlegroup to move and attack. I opted to move Reznik closer. In the maintenance phase, the scrambled Avatar ran into the Devout and fell over. I took a few minutes to calculate the best way to get Reznik into combat with Nemo, knowing I had to risk it for the chance to take the old man down with me. Reznik kept all of his focus. The Zealots were more than willing to die for Reznik, and they would have to for my maneuver to succeed.

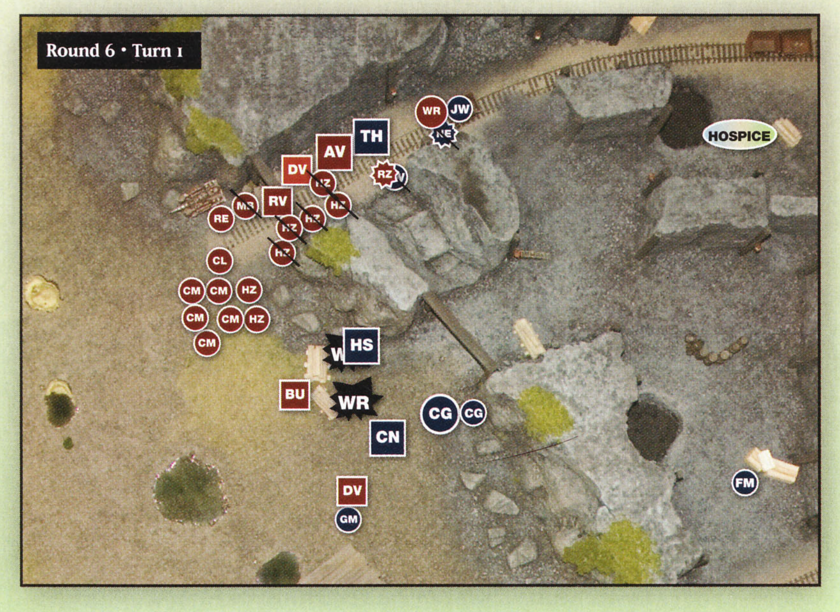
The Reclaimer cast Final Judgment on the Monolith Bearer, gaining the back strike bonus, killing him. Fortunately, he failed his Tough roll. Now the Zealots would be denied their DEF and ARM bonus.

Zealots activated and moved into throwing positions. The first two managed to hit Strangeways. While the first blast only inflicted two points, the second killed him. The Zealots in the back then threw their bombs in sequence at their friends in front of them, hitting and killing them as they went. Another cave-in resulted from the explosions, but it failed to injure anything, and only increased the amount of rubble in the corridor. The Revenger stepped aside, and now the High Executioner had a clear path to Nemo.

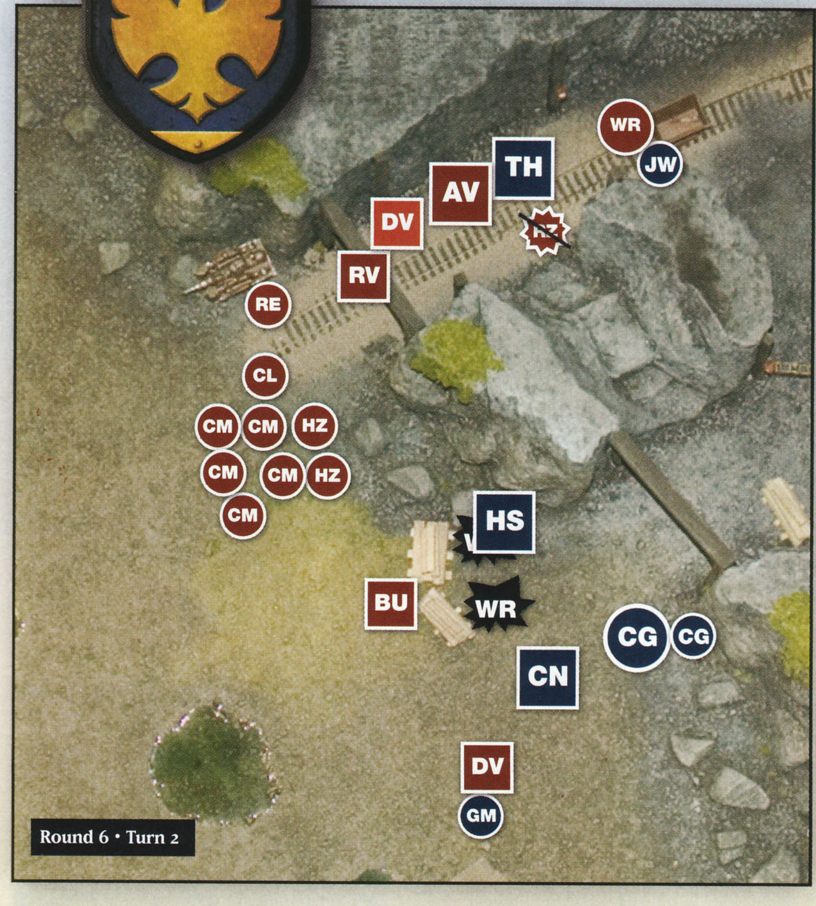
Reznik cast both Zealot's Rage and Hate Monger on himself. Zealot's Rage allowed him to charge over the rough terrain in his way. Average rolling on Hate Monger gave Reznik two initial attacks (out of a possible three) and +3 STR. He charged Nemo, taking advantage of Confessor's Reach to engage the old man while staying within the Thunderhead's melee range and avoiding a free strike. Since Nemo had Force Field upkept, Confessor's Purgation granted an extra die on attack and damage rolls. Reznik hit the aged general and killed him in one shot (19 damage)! To add insult to injury, I used Excruciator to wrack Nemo's broken body.

With Reznik's last two focus, he cast Firestarter at the Journeyman and boosted the attack roll, managing to set the model on fire and making him walk into the new Wrack as he tried to move toward the Thunderhead.

The Devout moved over to attack the Captain Adept, missing with the pole axe, and just bruising him with the great shield. Engaging him was the main thing. The Buccaneer threw a net at the Trencher Chain Gun, but missed.



Cygnar • Doug



Round 6 • Turn 2

Nemo got wracked! That is just wrong. All my 'jacks were suddenly inert, my Gun Mage Captain Adept was engaged by a Devout, and my Journeyman was on fire. Thankfully, the fire expired on the Journeyman or it might have been over right there.

I activated the Journeyman for vengeance. Moving out from behind the wrack he fired a single boosted shot and scored a direct hit, then boosted damage to put down the severely injured Servath Reznik!

I like to think the Journeyman cut Nemo down and thereafter they scared off the rest of the Menites and limped home. The fleeing gobber could keep the damn mine.

Conclusion
Protectorate of Menoth • Rob

Mutual 'caster annihilation! What a battle. Doug played a great game, and there were several times when only a few pips on a die would have ended it for either of us. It would have been nice to get farther into the mine and send some of Doug's models screaming into a pit!

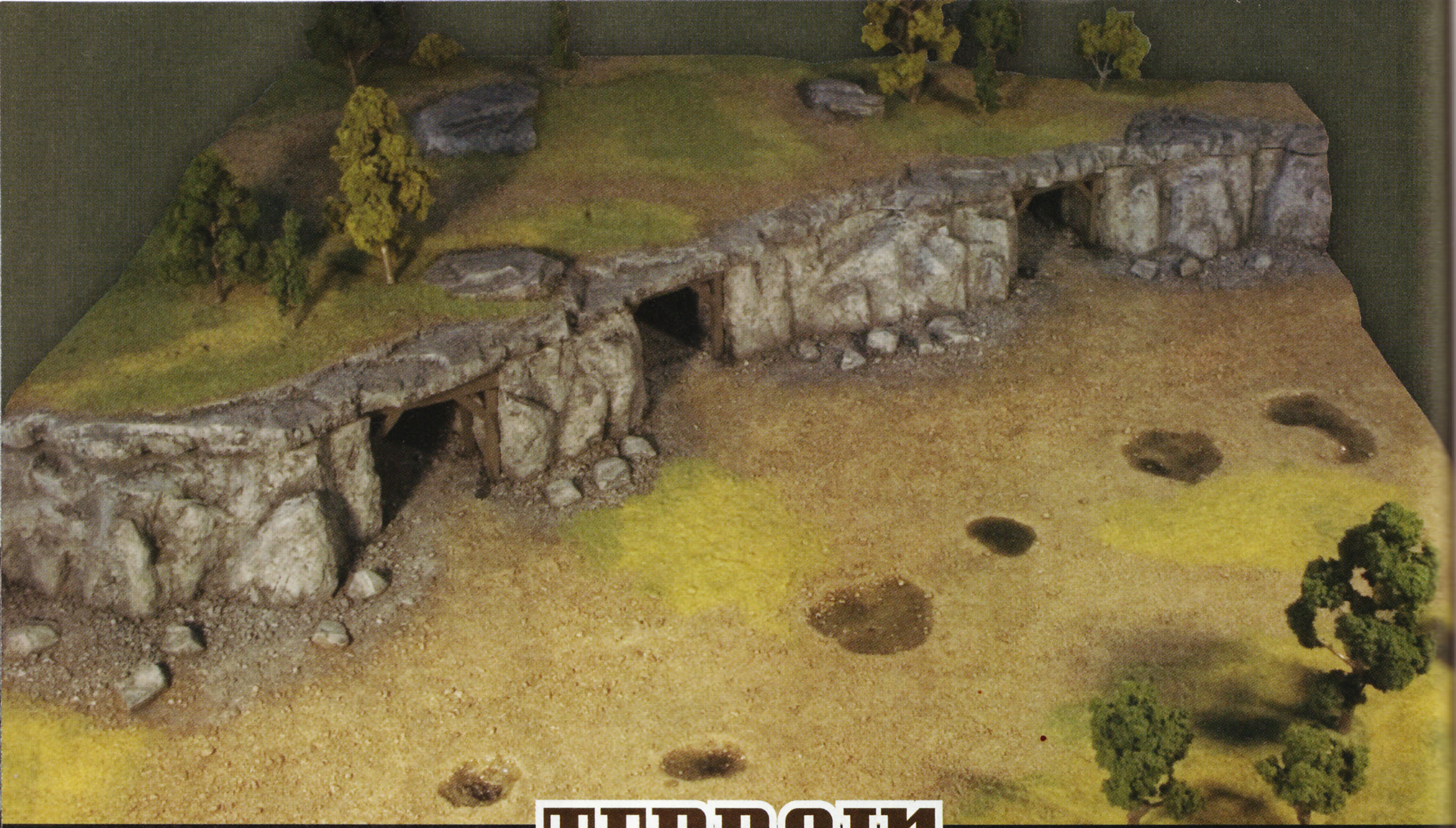
Despite dying, Reznik performed well. Next time I'll make sure to keep a Devout close by to protect him. That's one thing that I would have done differently—I should have gotten him into combat sooner. Reznik is a beast in melee, a fact I didn't exploit. Looking at the shots for the start of my third turn, I probably could have moved around to allow Meg to lock the Centurion's Shield and let Reznik charge the Centurion. Oh well, next time.

Conclusion
Cygnar • Doug

This was one hell of a fun game with a hilarious ending. I won by the narrowest margin and only because the scenario objective was not 'caster kill. I wish we had more action in the mine itself. If Rob had gone for the left passage we could have had a brawl in that main chamber, but when he made his move to the right, I had to choke off his advance. I'll be the first to admit the scenario favors the defender, but the board also forces difficult choices about dividing your army and dealing with restricted lines of sight.

Seeing Reznik's massive damage output, I'm not sure if Nemo would have lived even with Arcane Shield and over-boosting his power field with focus. An extra die for attack and damage against a model with an upkeep is brutal!

CYGNAR IS VICTORIOUS! (barely)

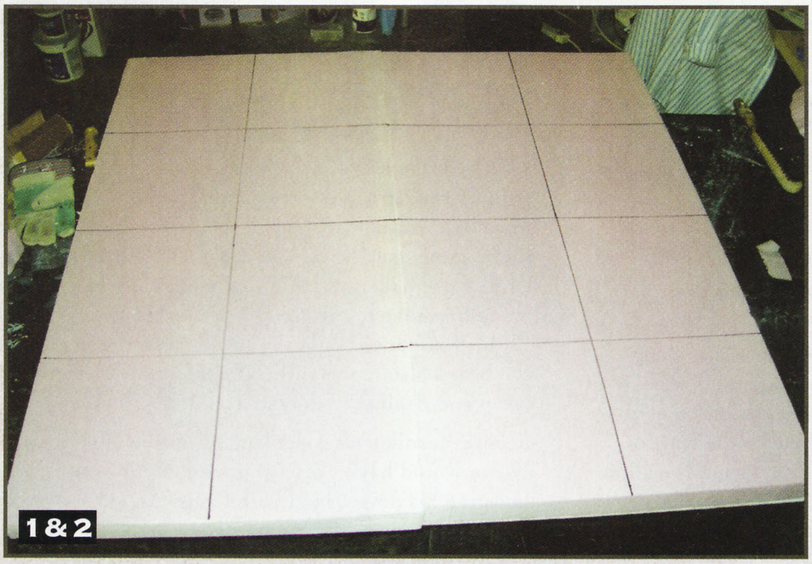


TERRAIN:

Working in a Coal Mine

To illustrate the rules for showing hidden deployment as part of the game, Alfonso "The Traitor" Falco and Rob Hawkins were tasked with designing and building a coal mine game table, complete with a removable top to keep troops hidden before the start of the first turn. As complicated as this project looks, taking it step-by-logical-step makes the whole process remarkably simple.

by ***Alfonso "The Traitor" Falco*** *· Design by* ***Rob Hawkins***



1&2

Step 1.) Start with two 2′ x 4′ sheets of 2″ pink foam insulation. Using a hot glue gun, glue these sheets together to make a single 4′ x 4′ square.
Step 2.) Draw a grid out on your foam (using 1 foot squares) to help you plot out the mine's tunnel system.

What You'll Need

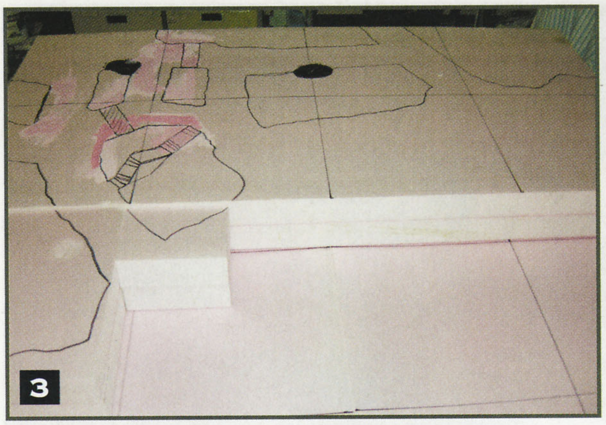
- Four 2′ x 4′ x 2″ pink insulation foam sheets
- Spackle
- 3 to 4 feet of HO scale train track
- Static grass (dark green, light green, yellow/harvest gold)
- Sand and kitty litter *or* gravel
- Trees and shrubs (optional)
- EnviroTex Lite® (optional)

Tools

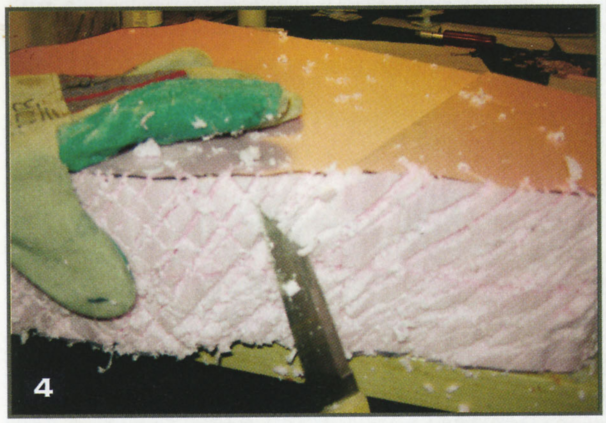
- Hot glue gun
- Foam cutter *or* keyhole saw *or* hack saw blade
- Natural sponge
- White glue
- Formula P3 super glue
- Heavy, serrated knife (such as a bread knife)
- Spray bottle
- Gloves
- Safety goggles/glasses

Paint

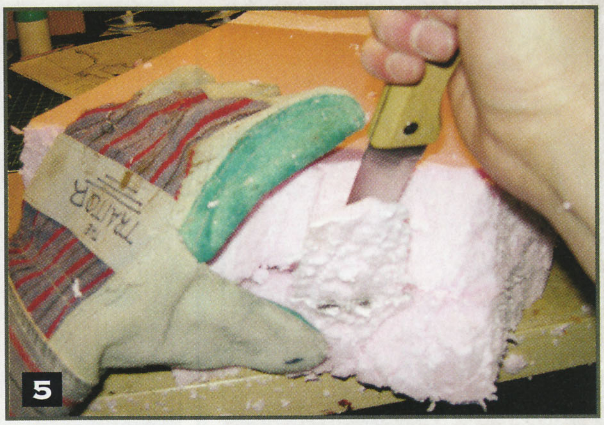
- Interior latex paint (grey, brown, ochre, beige, white)



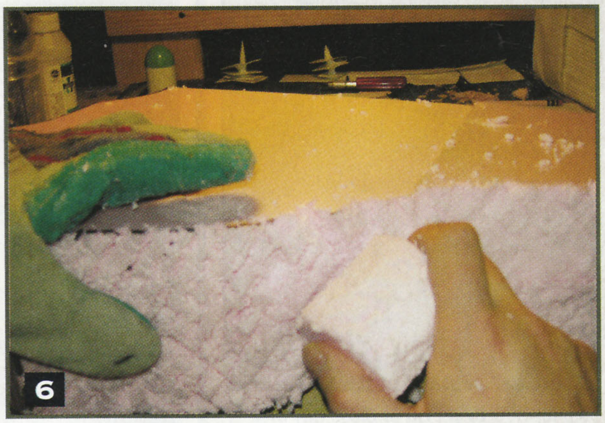
Step 3.) Now to create depth. Take two 2′ x 4′ pieces of 2″ thick foam and glue them into a single 4″ thick piece with your hot glue gun. This becomes the material we'll cut away to make the mine. Use the grid to position this where you want it. Draw the grid on the 4″ areas so that you can match it up to your diagram. Now mark out your tunnel network.



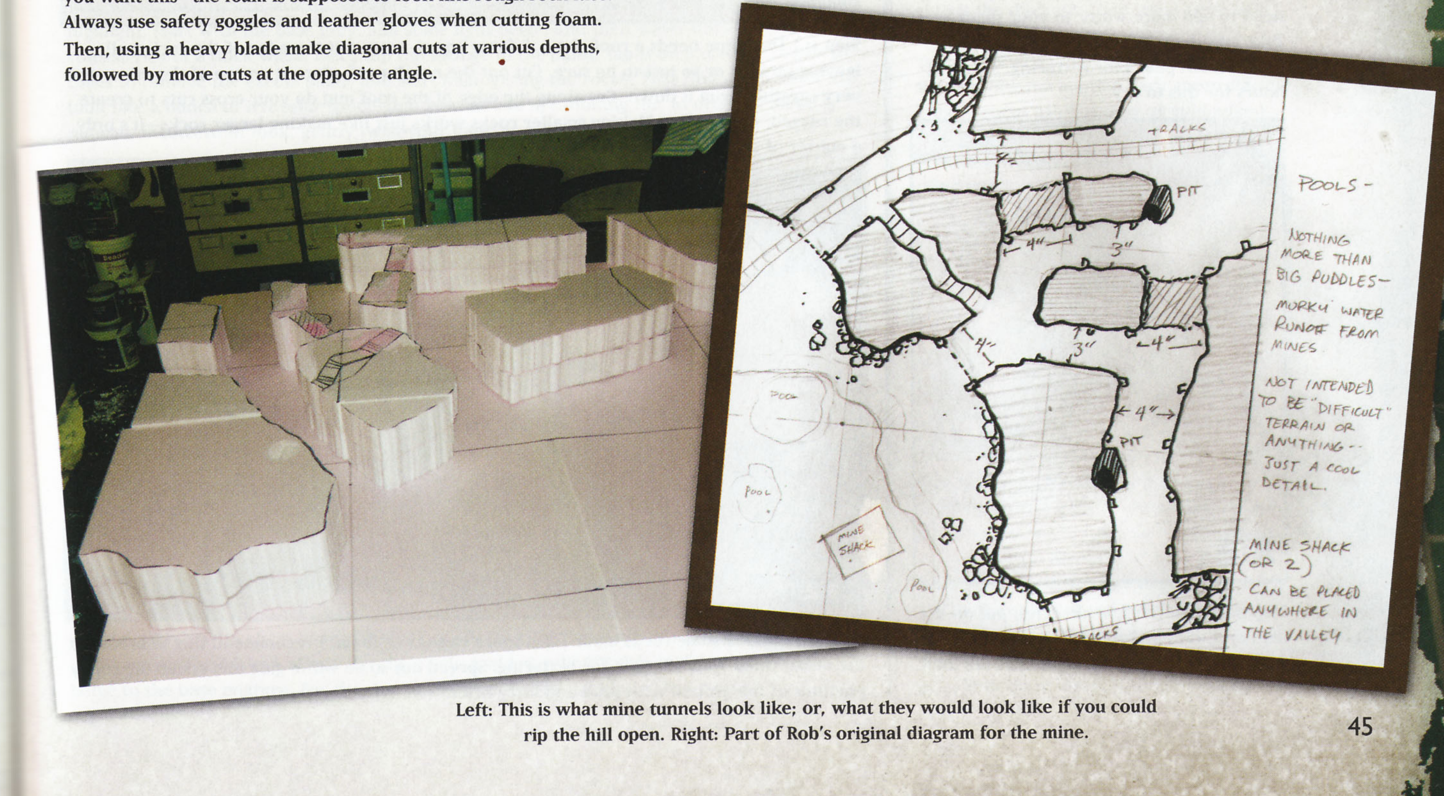
Step 4.) Now it's time to cut out your tunnels. A foam cutter works best, but if you do not have access to one, a keyhole saw or hack saw blade works just as well. The last two tools will scar up the foam, but you want this—the foam is supposed to look like rough rock face. Always use safety goggles and leather gloves when cutting foam. Then, using a heavy blade make diagonal cuts at various depths, followed by more cuts at the opposite angle.



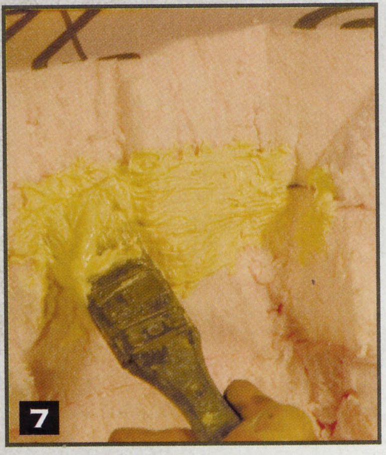
Step 5.) Once you have a crisscross pattern, get a very sturdy, thick knife with a serrated edge, such as an old bread knife. Drag the serrated side of your knife across the foam. If you were using a keyhole saw, this is where you will start using your knife. Starting at the top, plunge the knife in the rock and pry out the foam. Continue until you have the desired effect.



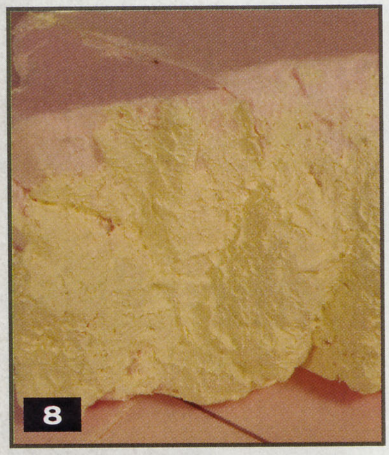
Step 6.) To get rid of those loose bits, take a small piece of foam and rub it all over the rock. Don't worry about trying to get all the tiny loose bits. We'll deal with them later.


TRACKS
PIT
4″
3″
4″
3″
4″
4″
PIT
POOL
POOL
MINE SHACK
POOL
TRACKS
POOLS -
NOTHING MORE THAN BIG PUDDLES-
MURKY WATER RUNOFF FROM MINES
NOT INTENDED TO BE "DIFFICULT" TERRAIN OR ANYTHING -- JUST A COOL DETAIL.
MINE SHACK (OR 2) CAN BE PLACED ANYWHERE IN THE VALLEY

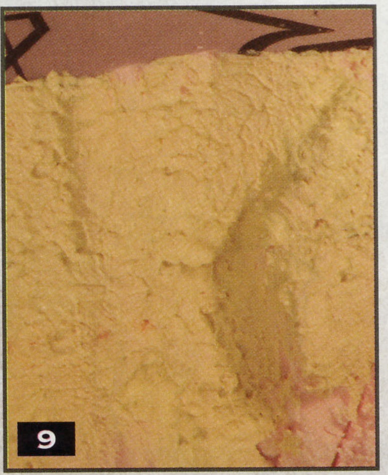
Left: This is what mine tunnels look like; or, what they would look like if you could rip the hill open. Right: Part of Rob's original diagram for the mine.



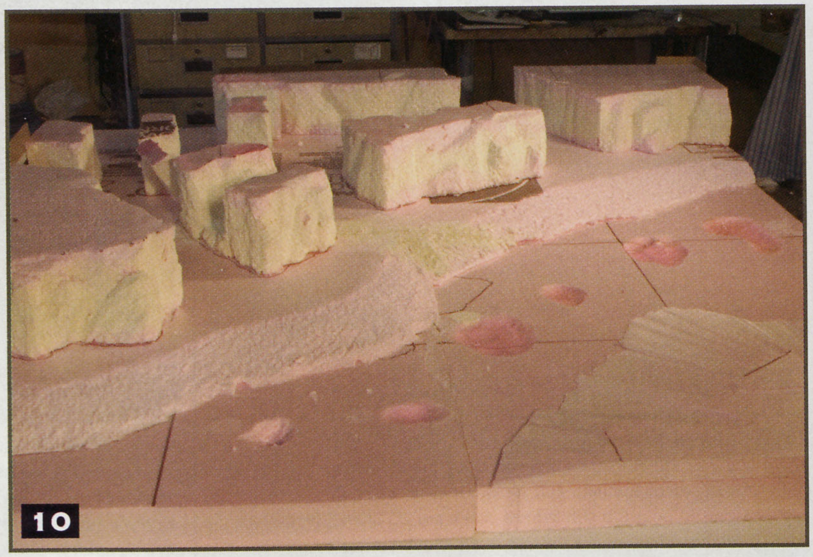
Step 7.) I know what you're thinking: Look at that huge seam. Just liberally spackle over the seams, making sure to thoroughly fill the gaps.



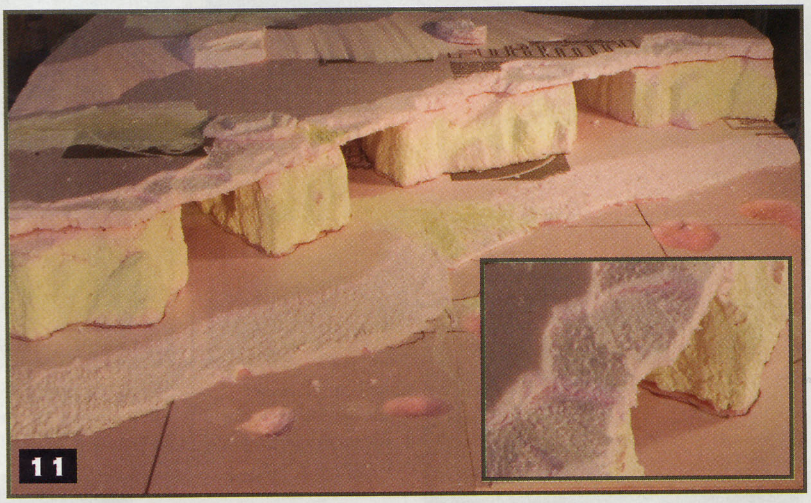
Step 8.) Now to get rid of those tiny bits. Mix two parts spackle to one part water in a cup, then spread the mixture out over the rest of the rock face. Make sure you spread a nice thin coat over your work—you may need to add more water to your spackle. Take an old brush and tap the spackle to create small peaks for texturing. Allow 24 hours for this to dry.



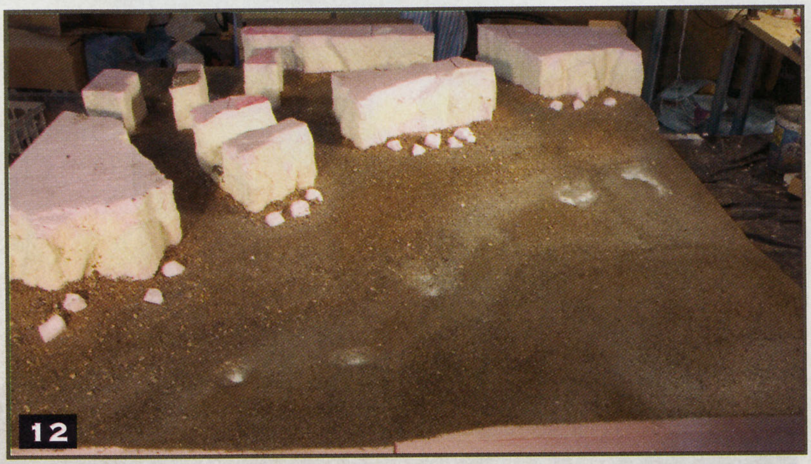
Step 9.) When the spackle dries, put on the leather gloves and rub off all those little peaks. Continue until you achieve the look you want.



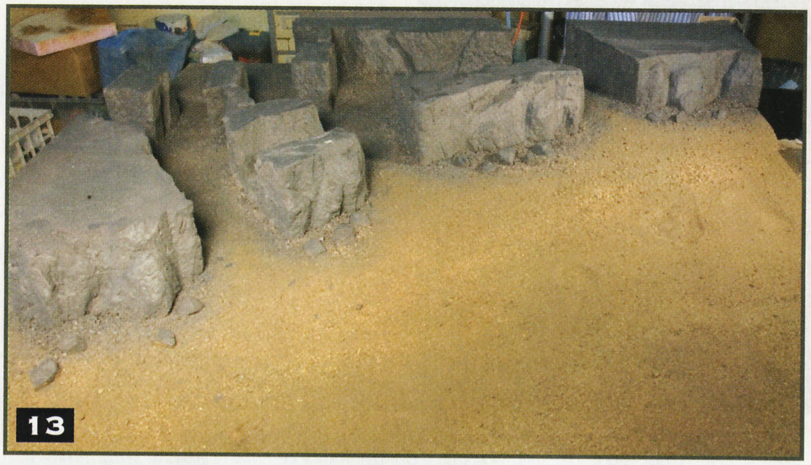
Step 10.) Now it's time to assemble the tunnel and finish any other additions to the table that you like. I created a slight hill across from the mine entrance and dug shallow puddles to fill with waste water (see page 48). Match the rock walls up with the diagram on the foam and adhere them in place with a hot glue gun.



Step 11.) This mine needs a roof. On a 1" foam board, trace out the edge of the rock wall leaving an inch or so just to be sure. Cut out the rough roof, place it on top of the mine, and very carefully trim it down. Cut along the edge of the roof and do your cross cuts to create the ragged, rocky edge. Making smaller rocks works just like making larger rocks—it's only a matter of scale.

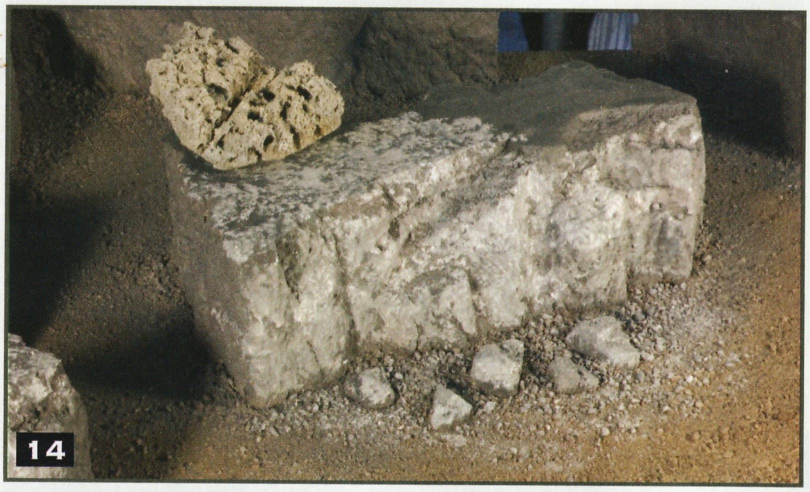


Step 12.) I added some rocks made from spare chunks of foam. I recommend this to break up the visual lines. Now it's time for texturing. Spread out some white glue and cover the rocky portions of the ground with sand and kitty litter.



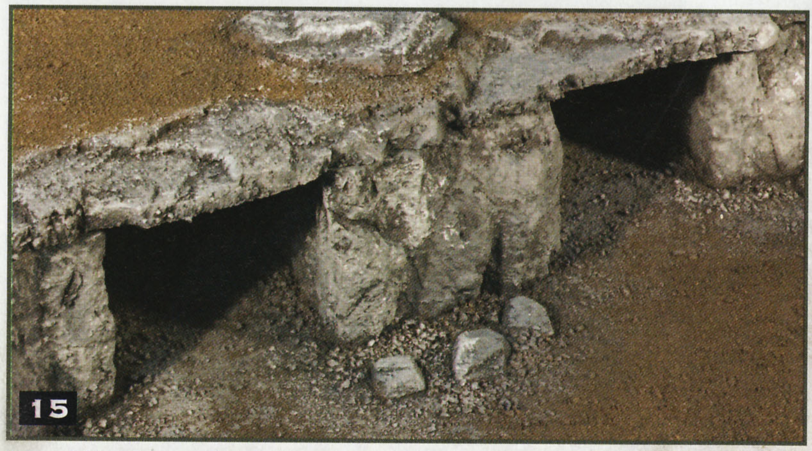
13

Step 13.) Make a 60/40 glue-to-water wash, plus a few drops of liquid dish soap in your spray bottle. Spray this glue wash over the texturing and let it dry for at least 24 hours. Then, make a 60/40 paint-to-water wash (without dish soap) and spray it over the table as a base coat. Use grey indoor latex paint on the mine itself and brown on the rest of the table—it usually takes three coats. Let each coat dry before applying the next.



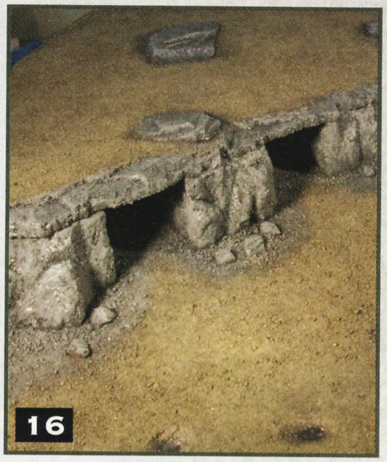
14

Step 14.) After the base coat dries, it's time to highlight the rocks. Yellow ochre and beige latex paint is used to highlight the earth, and beige and white paint for the rocks. To do the highlighting, you'll need a "natural" sponge, found where paint is sold. To make this highlight, start with the base grey, add some light beige, and then water until you get the consistency of a thick wash. Next, dip the sponge in the paint, tap it on a towel a couple of times to remove the excess paint, and start highlighting the rocks. That first application will look like a bunch of irregular spots—that is what you are looking for. In order to make a natural, inconsistent look, gently twist your hand as you apply the paint.



15

Step 15.) After the paint has dried, add more tint and water then repeat. Remember to wash out the sponge with clean water (DO NOT use soap) after every application. Keep sponging until you get the desired effect. For the earth, I added yellow ochre and just a little light beige to the base mixture. For the rest of the tints, I used light beige and water.

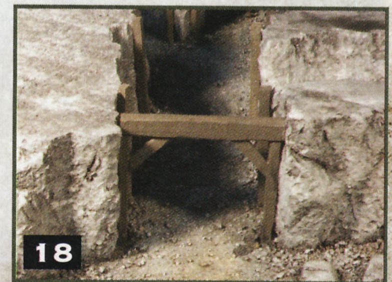


16

Step 16.) To reduce the "brightness", create a 10/90 mix of black paint and water, with a dollop of Mixing Medium. Break out your spray bottle and hose everything down.

17

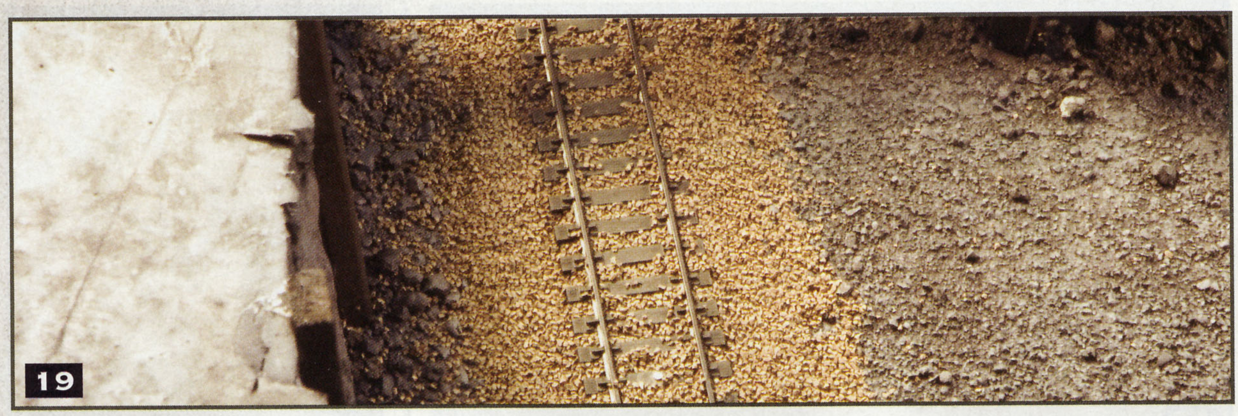
Step 17.) Let everything dry for 24 hours before you lay down the static grass. Brush white glue in a patch. Then, spread out the glue from the sides, getting it thinner and sparser until you're almost drybrushing. Next, from a height of about six inches, sprinkle dark green static grass where the glue is the thickest. Then, take some light green static grass, mix it with the dark green, and drop that blend on the area surrounding the applied dark green static grass. Repeat using yellow or gold mixed with the light green. Finally, apply straight yellow or harvest gold.



18

Step 18.) To make the mine's support timbers, cut several 1/2" wide pieces of balsa wood to the height that you want to make the interior (in this case, 4" tall). Use 3/4" wide balsa wood to make the cross pieces at the mine entrances and cut their supporting beams down to match. Painting balsa wood can be tricky—read up on creating the wood piles later on to uncover the secret.

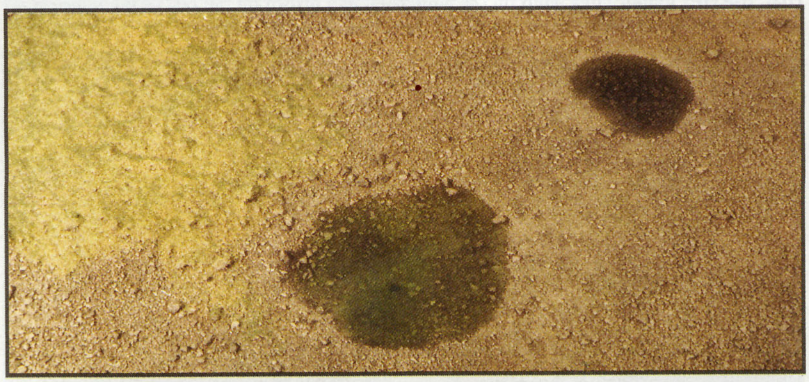
19



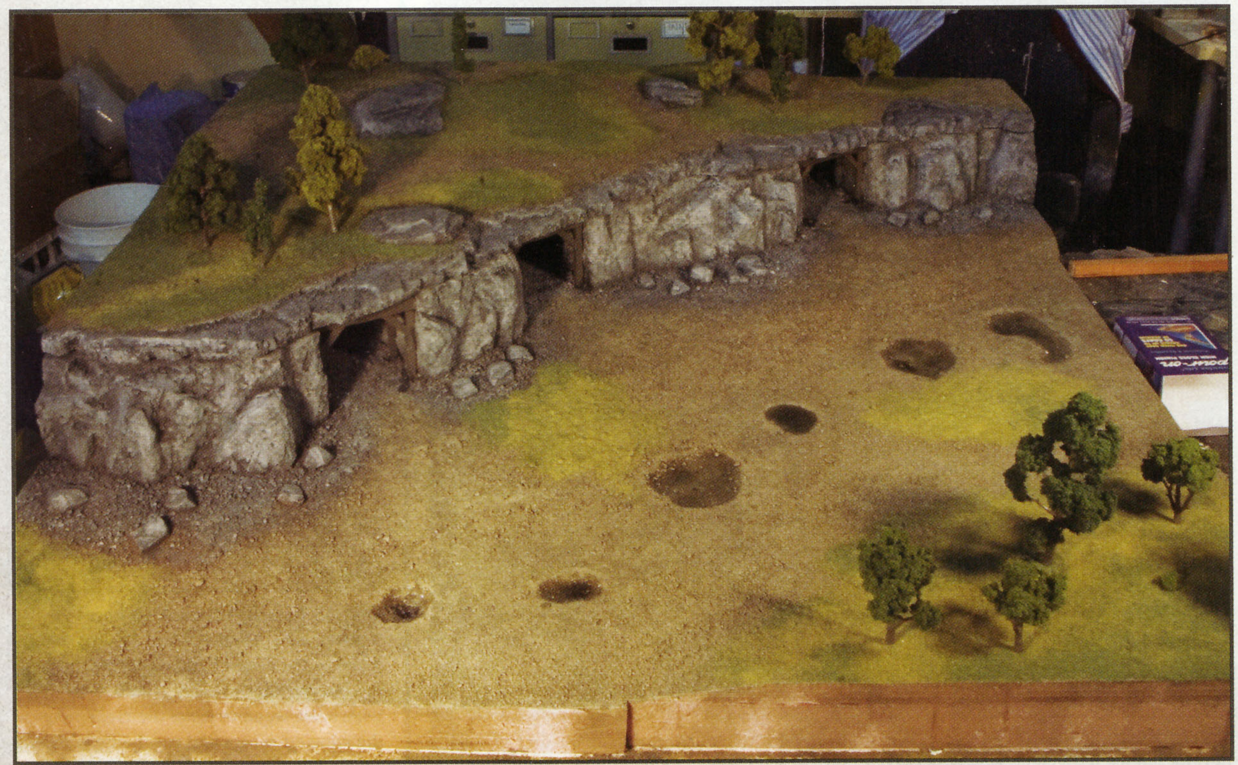
Step 19.) Laying HO scale track is very easy. I used two flexible tracks, sold in 3" sections for around $4.00 (US). Make sure that you place the track in a relatively smooth area, such as the opening of the mine. Place pins in the holes that run down the center of the track and bend the track into place. When you've got it where you want it, take super glue and hit a few areas of the track. Once the glue dries, place the ballast, adhering with a glue wash.

LEARN FROM ALFONSO'S MISTAKES!

You should place all of the timber supports before you add the sand and kitty litter. I thought it would be easier if I painted the timbers first and then placed them into the already painted mine. As it turns out, this was not so helpful. Glue in the supports and then paint the mine. Trust me—you'll thank me later.



OPTIONAL: You can add pools of stagnant wastewater to the mine, using EnviroTex Lite®. Just follow the instructions on the packaging and you will have some nice water effects. Remember to keep the area well ventilated when using this product.



OPTIONAL: To finish, you can add trees and shrubs (the one's shown are pre-made Woodland Scenics® brand), held in place with pins. Next, we'll focus on adding some of additional touches to fill the mine with ore cars, lamps, and piles of wood.

Coal Car

That coal has to get out of the mine somehow. Here's how you can make your own coal cars, both to add cover inside the mine and make the mine seem more real. See page 27 for the coal car's rules.

What You'll Need

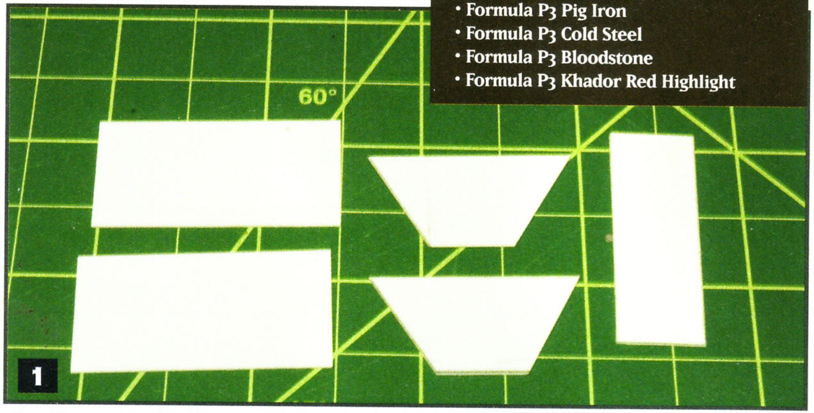
- .020 sheet styrene
- No. 295 angle stock from Evergreen Scale Models™
- One (1) set of HO scale train trucks (wheels) for each car

Tools

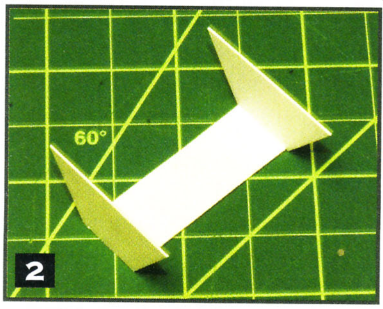
- Hole punch
- Formula P3 Hobby Knife

Paint

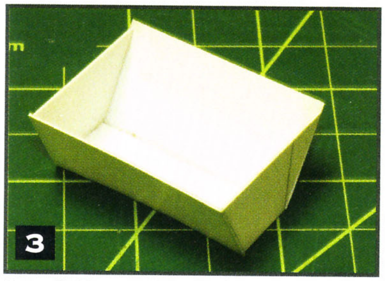
- Black spray primer
- Formula P3 Pig Iron
- Formula P3 Cold Steel
- Formula P3 Bloodstone
- Formula P3 Khador Red Highlight



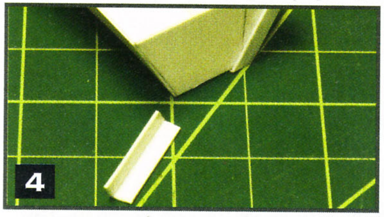
Step 1.) Cut your styrene into one 1-1/2 " x 1/2" rectangle, two 1-9/16" x 13/16" rectangles, and two 1-1/"4 (with 60 degree angles) x 1/2" trapezoids.



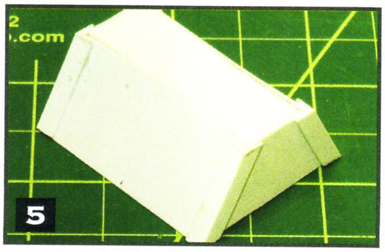
Step 2.) Take the bottom piece (1-1/2" x 1/2") and glue the end pieces to it at the 1/2" side using liquid plastic cement. Allow this to dry.



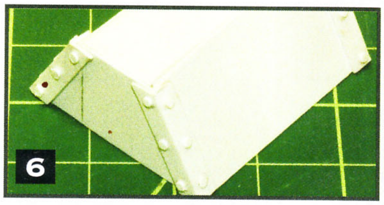
Step 3.) Glue on the sides (1-9/16" x 13/16").



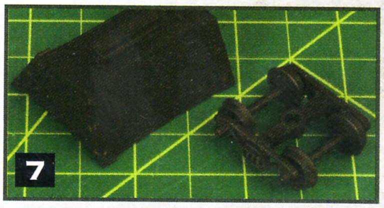
Step 4.) The angle pieces are No. 295 angle stock from Evergreen Scale Models™. Measure and mark the cut lines on the corner piece with a pencil.



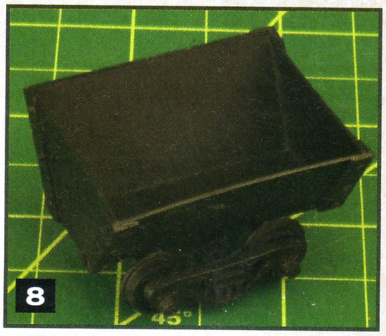
Step 5.) Glue the corner pieces into place and allow them to dry.



Step 6.) Place three 1/16" hole punch chads on each side of the corners. Now that the bucket is finished, it's time to glue on the trucks. For some reason, the plastic cements and superglue do not work on the trucks, so use a hot glue gun. You may have to add a thick piece of plastic or balsa wood to the bottom of the bucket so the wheels will spin freely.

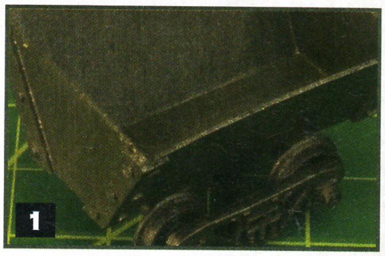


Step 7.) Prime the pieces. Then attach the HO scale trucks to the bucket using a hot glue gun.

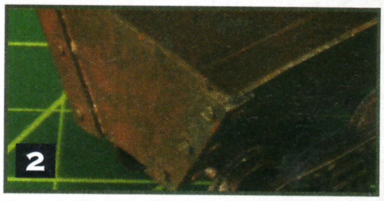


And there you have it: A coal car that moves on tracks! Now to paint.

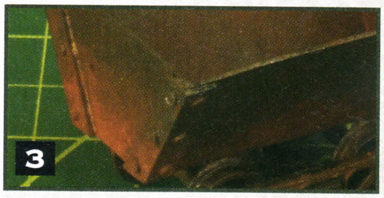
Painting the Coal Car



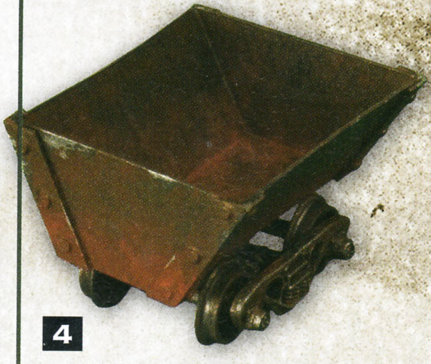
Step 1.) Paint the already primed coal car using Pig Iron.



Step 2.) After the Pig Iron has dried, make a thick wash using 50/50 Bloodstone and water and hit the car here and there to add rust. While the paint is still wet, take an old brush and stipple the wet paint around to create a natural rust look all over the car.



Step 3.) Mix a drop or two of Bloodstone and a drop of Khador Red Highlight and follow the above technique, but on a smaller scale, to add brighter rust spots to the car.



Step 4.) Use Cold Steel to imitate chip marks on the corners. There it is, a finished coal car!

Wood Piles

One way to fill your mine is to include piles of wood, which the miners would use to shore up walls. In addition, they also make great cover during a game.

What You'll Need

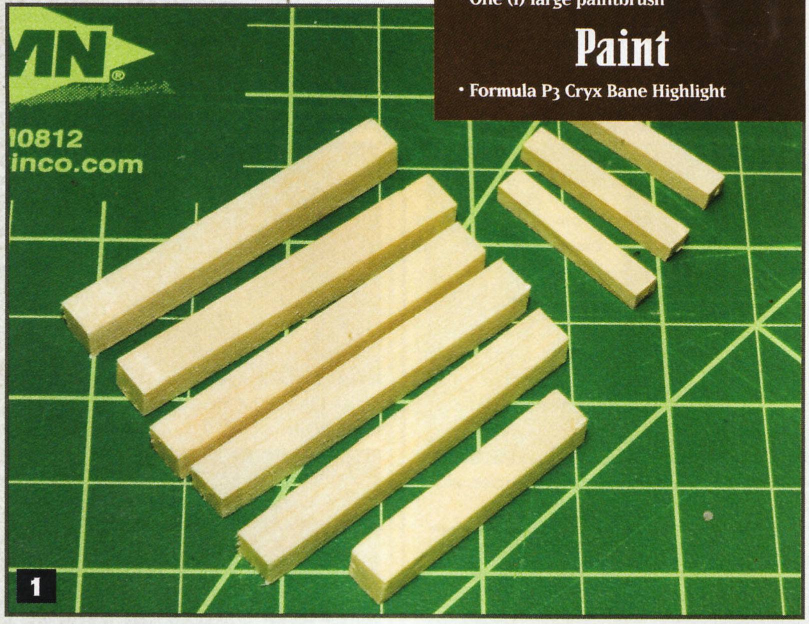
- 1/4″ square balsa wood stock
- 3/16″ square balsa wood stock

Tools

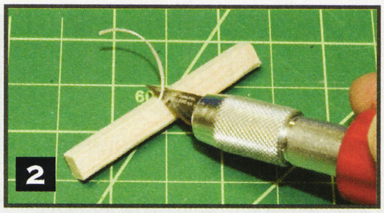
- Formula P3 Hobby Knife
- PVA glue
- One (1) large paintbrush

Paint

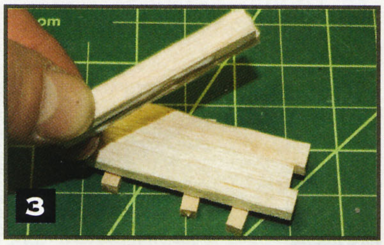
- Formula P3 Cryx Bane Highlight



Step 1.) To make woodpiles, take various lengths of balsa wood stock (scraps are fine). The dimensions do not truly matter, but try to make them as uniform as possible.



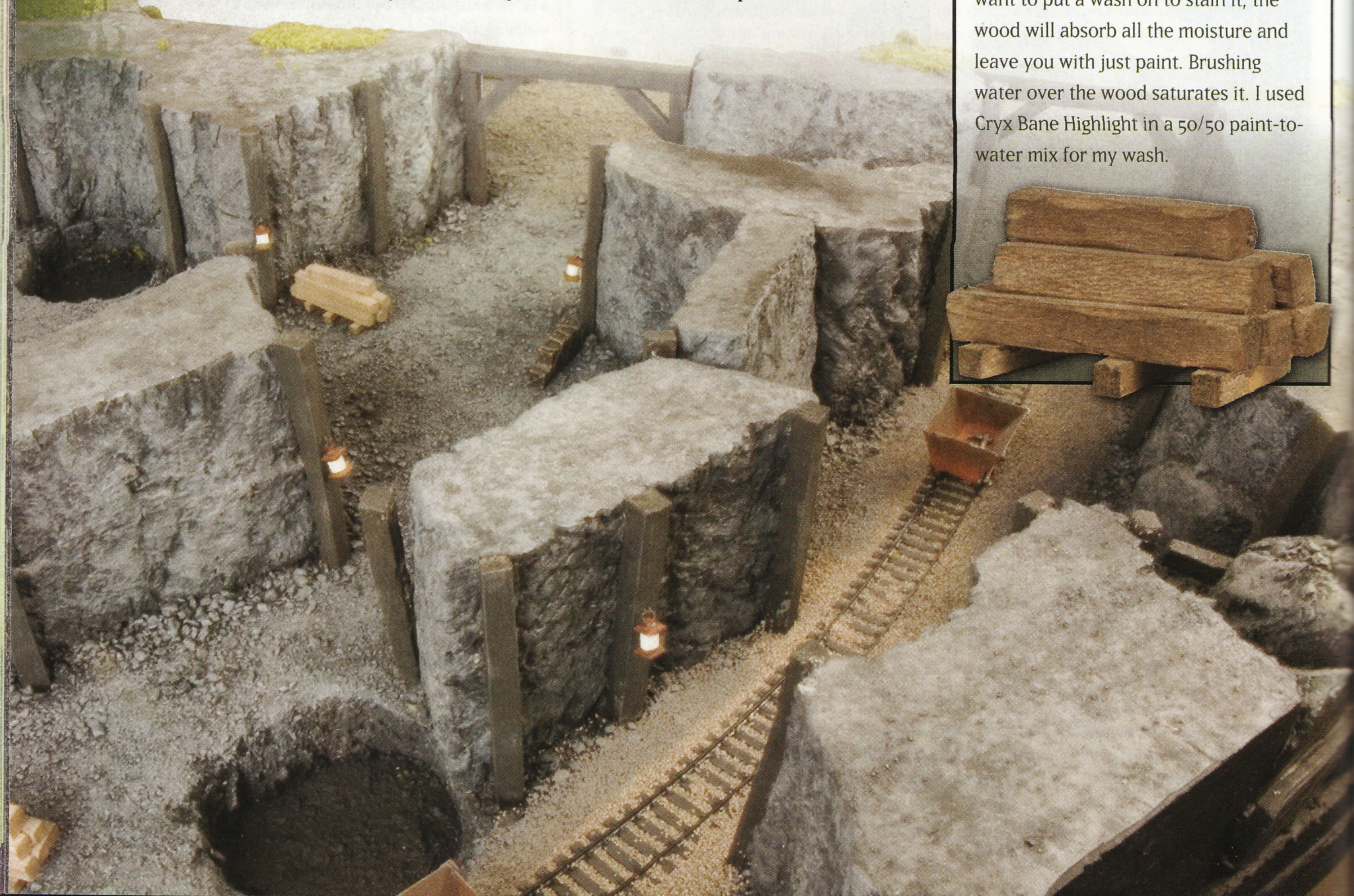
Step 2.) Trim off the edges of the wood stock with a hobby knife.



Step 3.) Glue the wood stock into a pyramid with PVA glue. Save a small piece for the top and stagger the logs as shown in the photo to create a more natural look. Allow this to dry for a few hours before you paint it.

Painting the Wood Piles

Here's an important tip for painting balsa wood: brush on a generous amount of water before hand. Balsa wood acts like a sponge, so if you just want to put a wash on to stain it, the wood will absorb all the moisture and leave you with just paint. Brushing water over the wood saturates it. I used Cryx Bane Highlight in a 50/50 paint-to-water mix for my wash.



Master of voltaic energy, General Adept Sebastian Nemo always seems to be bathed in a constant swath of arcing lightning. In this issue, we'll show you how to paint up this new epic version of Nemo in a quick and effective manner.

*By **Ron Kruzie**, Studio Director*

Modeling and Painting:

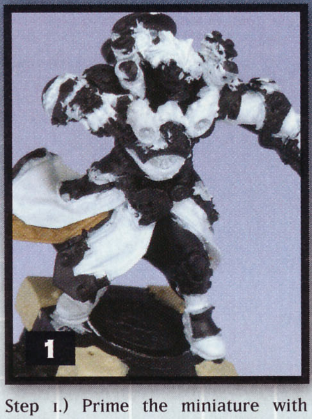
Painting Epic Nemo

Quick and Simple!

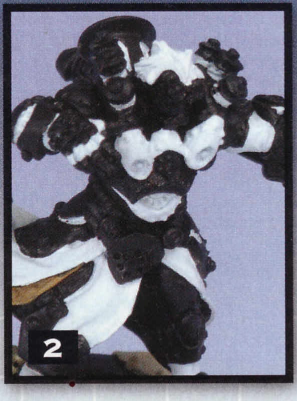
Although daunting on the battlefield, epic characters should never be daunting to paint. One approach is to think of it as an opponent—if you want to win, divide and conquer. Look at your miniature, divide up the parts, and make a plan of attack that gets the job done in a speedy, efficient manner. Just like the Thumper Cannon shown in No Quarter #15, we will use only the simplest of techniques for this model: base coats, washes, and layering. In just a few hours, you can have this epic version of Nemo painted up and ready to light up the battlefield.

What You'll Need:

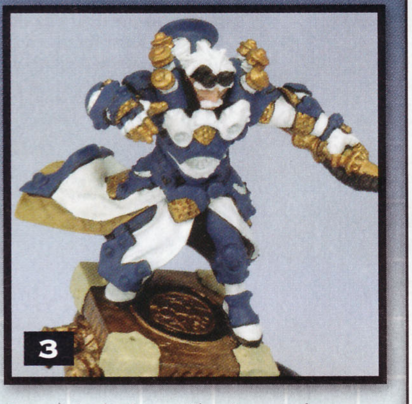
- Armor Wash
- Bastion Grey
- Bloodstone
- Blue Ink
- Brown Ink
- Cold Steel
- Cygnar Blue Base
- Cygnar Blue Highlight
- Cygnus Yellow
- Ember Orange
- Menoth White Base
- Midlund Flesh
- Mixing Medium
- Molten Bronze
- Morrow White
- Rhulic Gold
- Solid Gold
- Thamar Black
- Trollblood Highlight
- Turquoise Ink
- Umbral Umber


1

Step 1.) Prime the miniature with black spray primer. Apply Morrow White to the areas you want white. Don't worry about the mess. Cover the base with Menoth White Base and the padded area with Rucksack Tan.


2

Step 2.) Clean up the white with Thamar Black. Since we're not doing any drybrushing, lay down the base coats for all the layers and areas that will be washed.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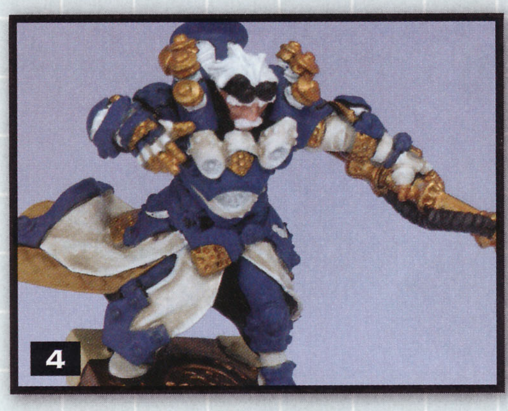
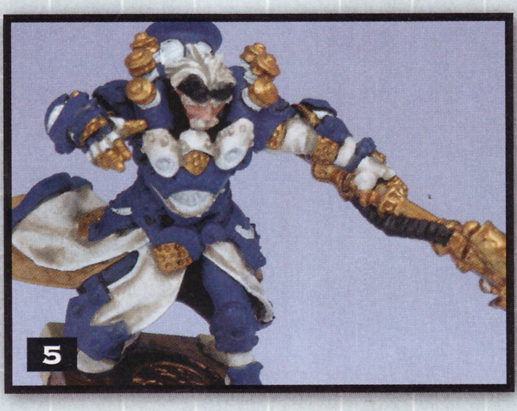
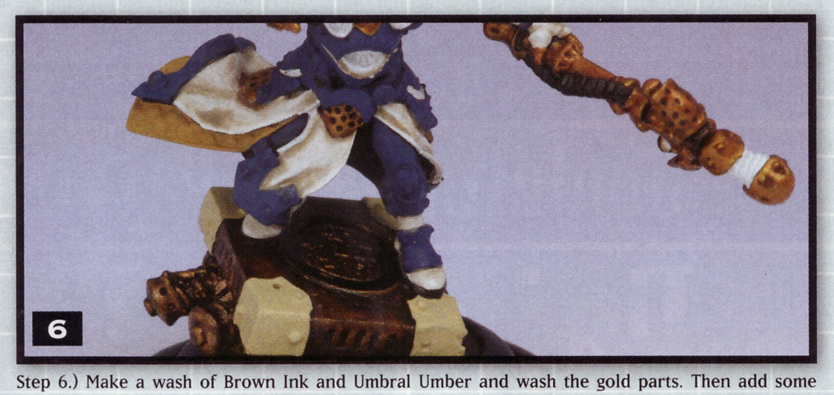
Step 3.) Apply Cygnar Blue Base to the armor, Rhulic Gold on the gold areas, Midlund Flesh to the skin, and Molten Bronze on the base.


4

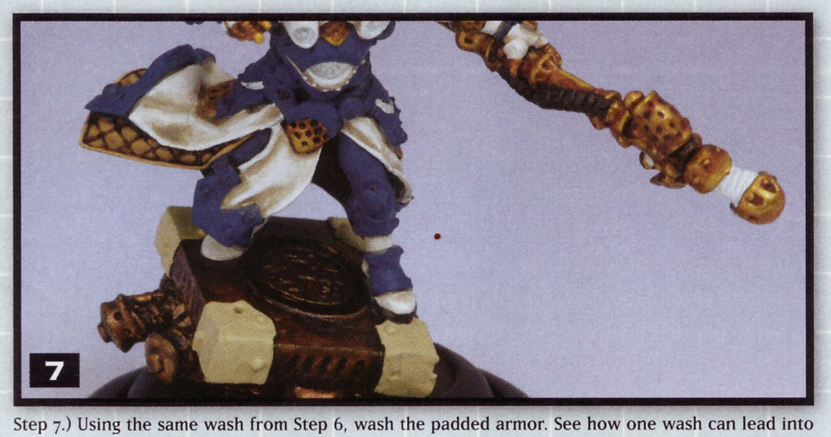
Step 4.) Wash everything except the blue parts of the armor, which we will layer. Wash the white parts with a blend of Mixing Medium and Trollblood Highlight.


5

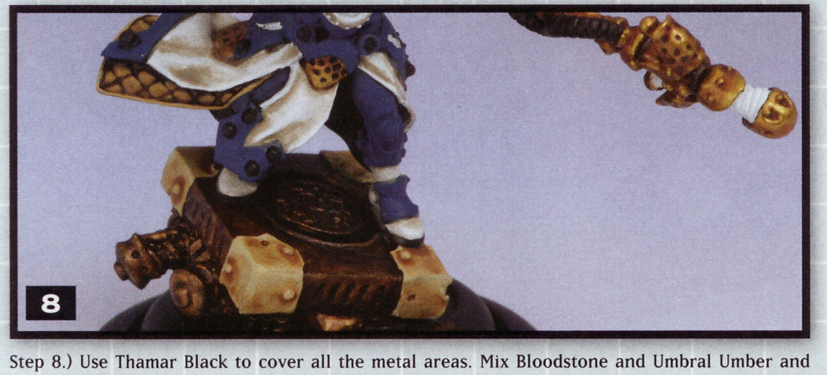
Step 5.) Darken the previous mix with Bastion Grey and wash it into the recesses of the white and in Nemo's hair. Remember, all washes use Mixing Medium, water, and ink and/or paint.



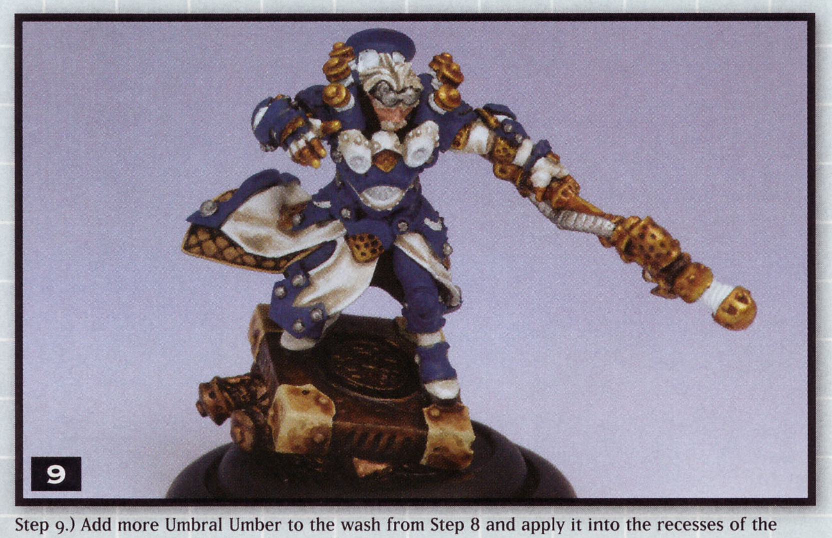
Step 6.) Make a wash of Brown Ink and Umbral Umber and wash the gold parts. Then add some Armor Wash to the mix and cover the bronze base.



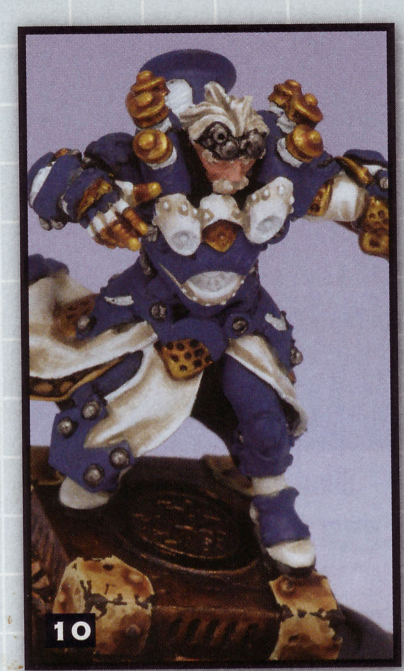
Step 7.) Using the same wash from Step 6, wash the padded armor. See how one wash can lead into the next? If you do things in the correct order, the whole process goes much faster. Layer Morrow White onto the raised areas of the white parts and layer the gold parts with Solid Gold.



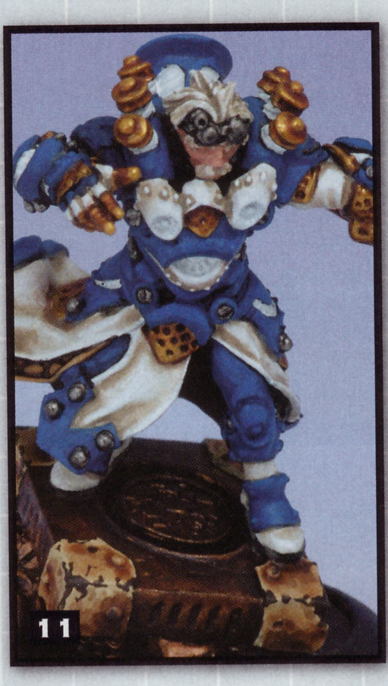
Step 8.) Use Thamar Black to cover all the metal areas. Mix Bloodstone and Umbral Umber and wash the Menoth White Base on the base's corners.



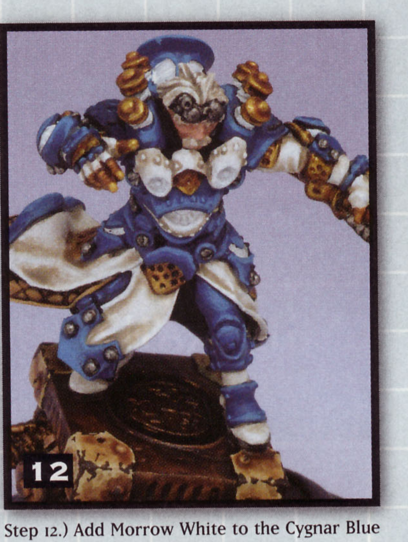
Step 9.) Add more Umbral Umber to the wash from Step 8 and apply it into the recesses of the base's corners. Apply Cold Steel to the blackened out areas.


10

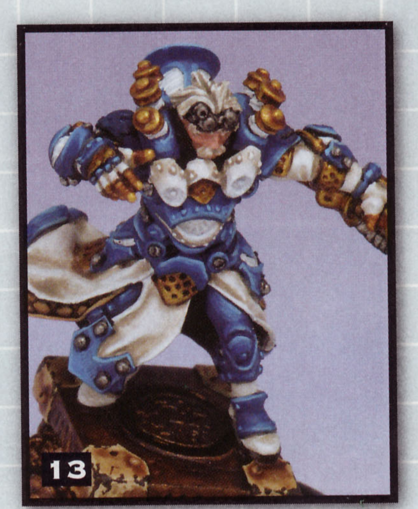
Step 10.) Wash the steel areas with Armor Wash. Then paint pure Umbral Umber on the ends of the base caps and chips.


11

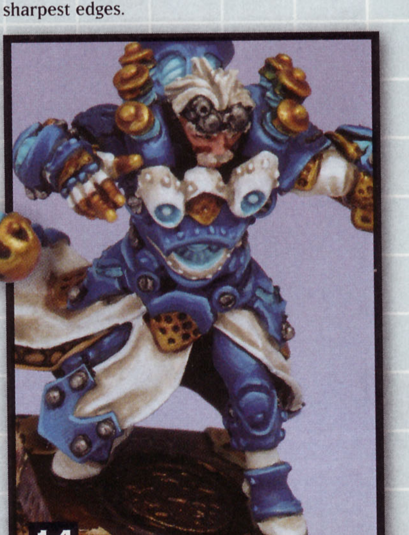
Step 11.) Apply a layer of Cygnar Blue Highlight to the blue parts of the armor.


12

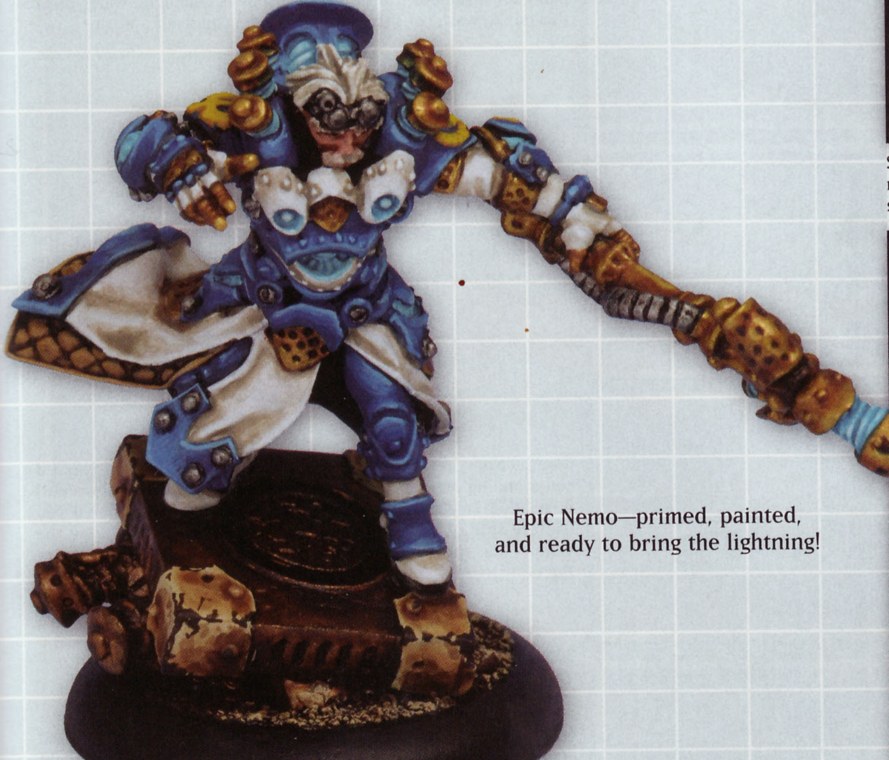
Step 12.) Add Morrow White to the Cygnar Blue Highlight and continue layering.


13

Step 13.) Add even more Morrow White to the mix from Step 12 and continue layering only the sharpest edges.


14

Step 14.) Apply Flesh Wash to the skin. Then make a wash of 50/50 Turquoise Ink and Blue Ink with some Mixing Medium. Wash the glowing blue "power areas". Basecoat the Cygnus first with Ember Orange, then apply a thick layer of Cygnus Yellow.


Epic Nemo—primed, painted, and ready to bring the lightning!

Painting Glow Effects

By Studio Painter ***Matt DiPietro*** *and Studio Director* ***Ron Kruzie***

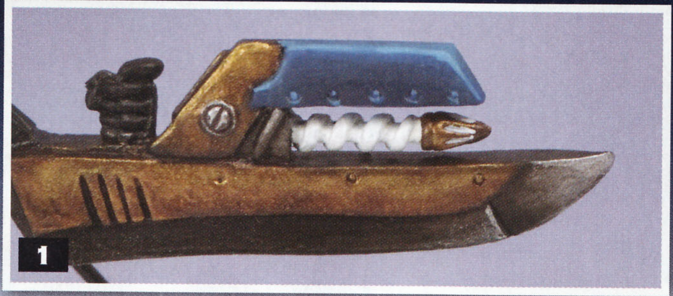
Source lighting or glowing effects present one of the more daunting challenges of painting miniatures. However, the process is much easier than you think if you follow two general rules. First, always treat the light source as brighter than the lighting effects cast by that light source. Second, remember that light only travels in straight lines, so take care that the lighting effect does not spill over into areas without line of sight to the light source.

CYGNARAN GLOW

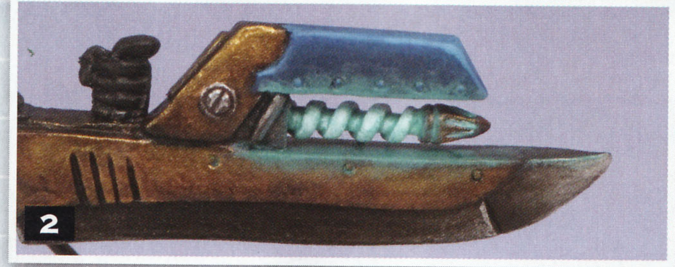
Glowing effects are usually painted over finished surfaces, so in this case, our Stormguard's nexus generator has already been painted, shaded, and highlighted.

What You'll Need:

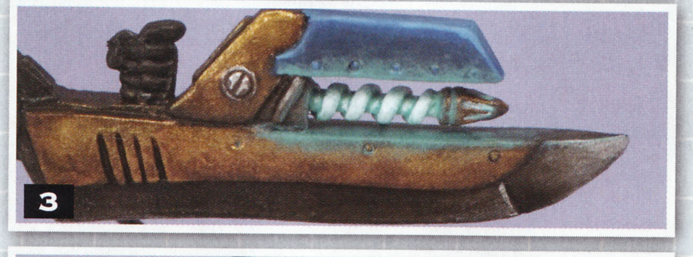
- ■ · Arcane Blue
- □ · Menoth White Highlight
- ■ · Mixing Medium
- □ · Morrow White
- ■ · Turquoise Ink



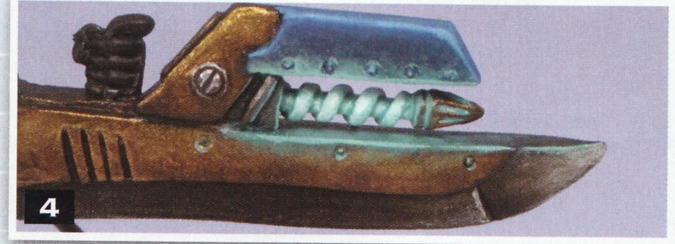
Step 1.) To make sure our light source is the brightest thing on the model, it is given a solid base coat of Morrow White.



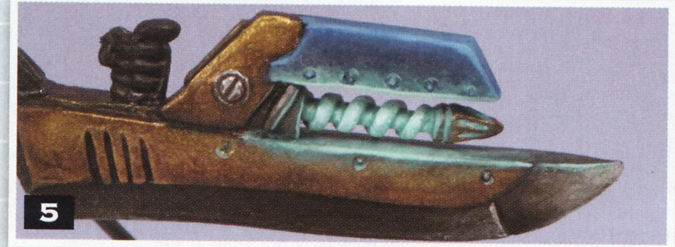
Step 2.) Mix up some Arcane Blue with Turquoise Ink and Mixing Medium. Apply this mix to all surfaces that are in direct line of sight to the lightning coil. Keep your paint thin and carefully blend the paint for a smooth transition. Once this is complete, water down this mix to wash consistency and give the coil itself a wash.



Step 3.) Water down some Morrow White with Mixing Medium and highlight the coil. This is to ensure that the coil is brighter than anything else on the model.



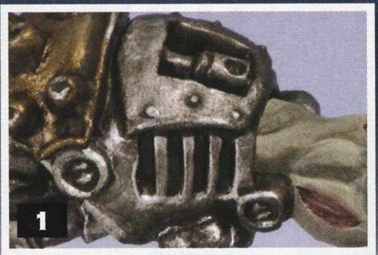
Step 4.) Next, mix Arcane Blue with Menoth White Highlight and some Mixing Medium. Apply this color in line highlights on all edges that face the light source. This stage is much easier if you use the side of your brush and simply run the brush along the edge of the surface you wish to highlight. Use this color to tint the coil slightly.



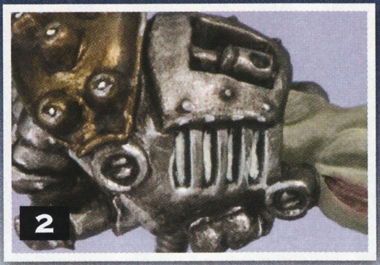
Step 5.) Add Morrow White to the paint mixture from Step 4 and apply it to the edges of the model that are closest to the light source. Be sure to leave some of the previous layer showing so that the highlights build up gradually.

CRYXIAN GLOW

To demonstrate a quick and easy way to paint glowing Cryxian parts, we'll begin once again with a surface that has been based, shaded, and highlighted.



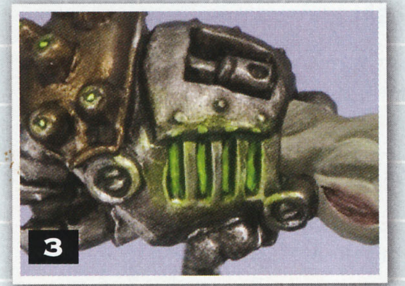
Step 1.) First, apply an additional highlight of Quick Silver to the edges bordering the glowing area, in this case the knuckles and the vents.



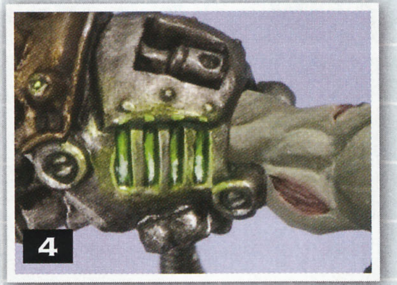
Step 2.) Carefully paint Menoth White Highlight into the bottom of the vents and knuckle holes. Make sure to leave a black border around the white to separate it from the rest of the model.

What You'll Need:

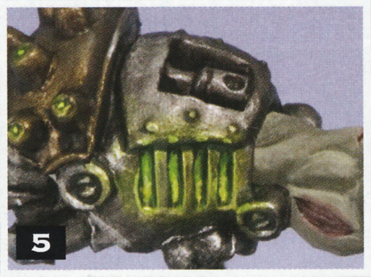
- 🟩 Green Ink
- ⬜ Menoth White Highlight
- ⬛ Mixing Medium
- ⬜ Quick Silver
- 🟨 Yellow Ink



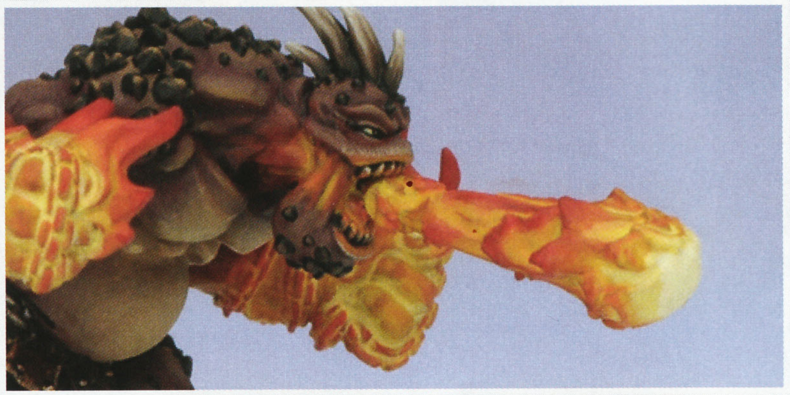
Step 3.) Mix three parts Yellow Ink and one part Green Ink along with some Mixing Medium and water. Fill your brush with this wash and wipe most of it off until the brush is simply damp. Apply the wash to the vents and the immediate surrounding areas. A second brush often proves useful on this step to suck up any excess wash.



Step 4.) Paint the lower part of each vent with a second layer of Menoth White Highlight. Again, ensure that you leave the black border surrounding the glow intact.



Step 5.) Use Yellow Ink with a tiny amount of Green Ink mixed in with some Mixing Medium and water. Apply this mixture in the exact same way as the one used in Step 3.

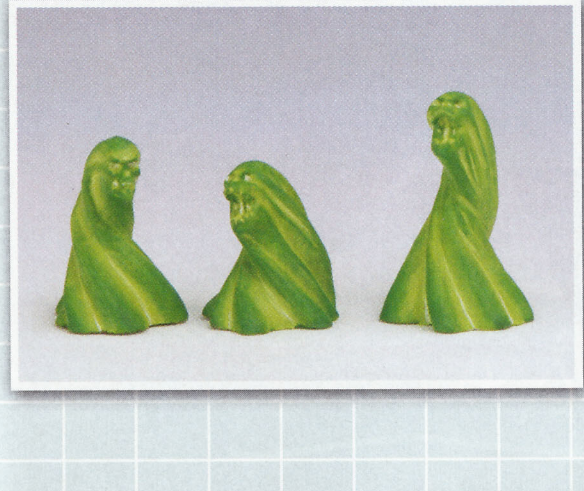


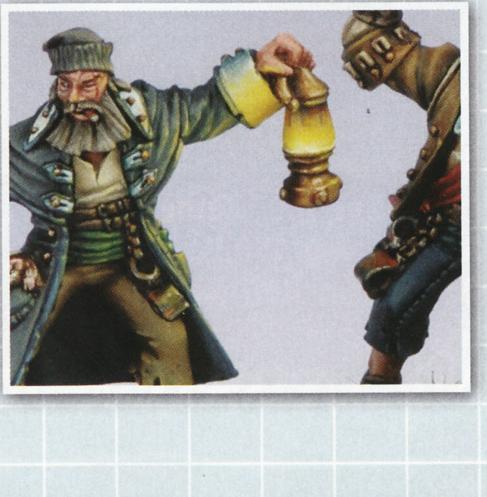
Some Examples:

The Pyre Troll and Souls show just the light source, without casting light. Since the light source is coming from the center, the recesses are brighter than the raised darker areas.

Notice how the business end of the pyre troll's fireball is the brightest portion.

The Press Gang Leader's lantern is the light source and the light surrounding the lantern is the cast light. Notice how the top of the lantern has a layer of soot inside the glass. These subtle effects really bring life to a miniature.





Studio Style!

Blinded By The Light

CHALLENGE

The glint of light on gold...
The glare of the sun on armor...
Light as a color on your pallette!

You could win a $50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Heck, we might even throw in something cool that we found on the desk of the Privateer Press studio.

Without light, there would be no color. For this issue's Challenge, use source lighting in some way to give your model or diorama a glow or effect that stands out and calls for attention. The source can be fire, electricity, the sun, arcane energy, or anything else that lights up the model or scene.

Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

www.privateerpress.com/noquarter/challenge

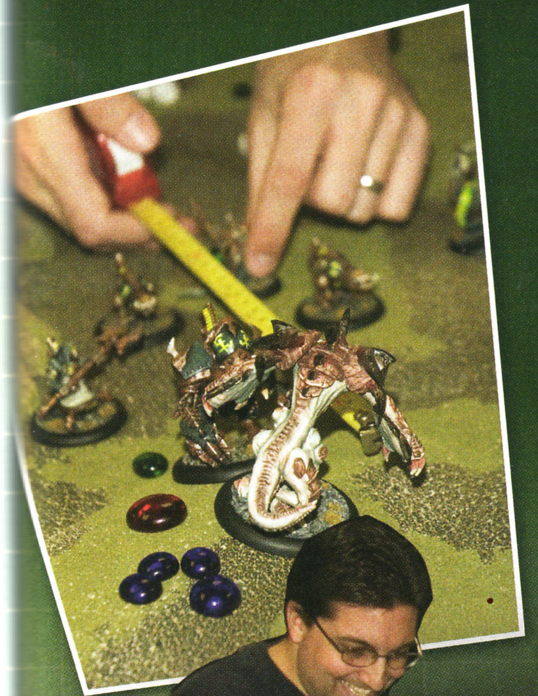
Entries due by 5/1/08

How NOT to win this contest!

See the Winner of the Pomp and Circumstance Challenge from No Quarter #15 on page 95!

The GAMERS' JOURNAL

By **Matt DiPietro**, **Rob Hawkins**, **Ron Kruzie**, and **Quentin Smith**

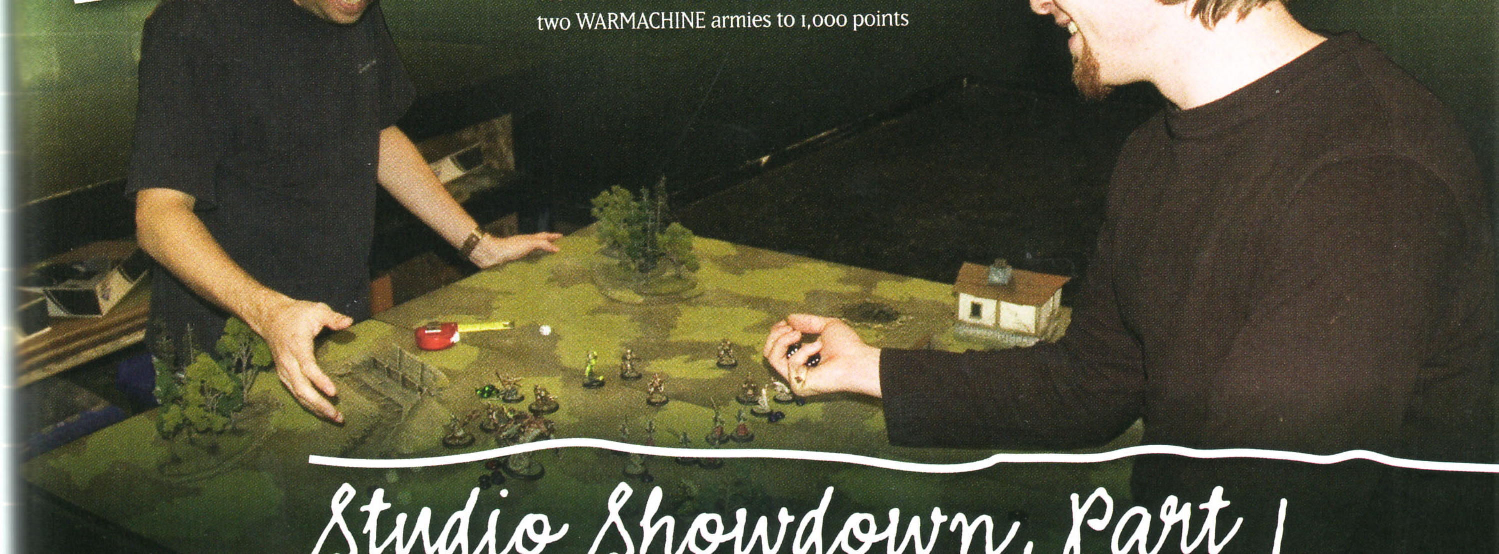


Sometimes, beginnings are the hardest part. Here in the Privateer Press Studio, we had kicked around the idea of starting new WARMACHINE and HORDES armies for a little while. As many of you know, ideas like this—whether done as part of a gaming group or at work—tend to fall apart. Everyone is gung-ho for the idea initially, but personal lives and other commitments encroach before long, and suddenly no one has any time.

We all have families and other commitments, but we decided not to let the idea die. People can burnout very easily in an office of professional painters, however. Painting models for at least eight hours at work then going home and painting more, is a good way to hit a wall. To avoid this we added some structure and pacing, and the plan evolved into the following Studio Showdown.

We would build two HORDES armies and two WARMACHINE armies to 1,000 points over four months, starting with 350 points for the first month and increasing to 500, 750, and finally 1,000 points over subsequent months. We decided to include units and solos at the 350 point level to allow a little variety while starting out.

Each month we would need to acquire, assemble, and paint the models for our armies and get in as many games as we could. We decided to allow each other to play with models while in progress, but we needed to have everything finished by the end of the month.



Studio Showdown, Part 1

Matt DiPietro:
Legion of Everblight

MATT'S LEGION OF EVERBLIGHT ARMY (350)

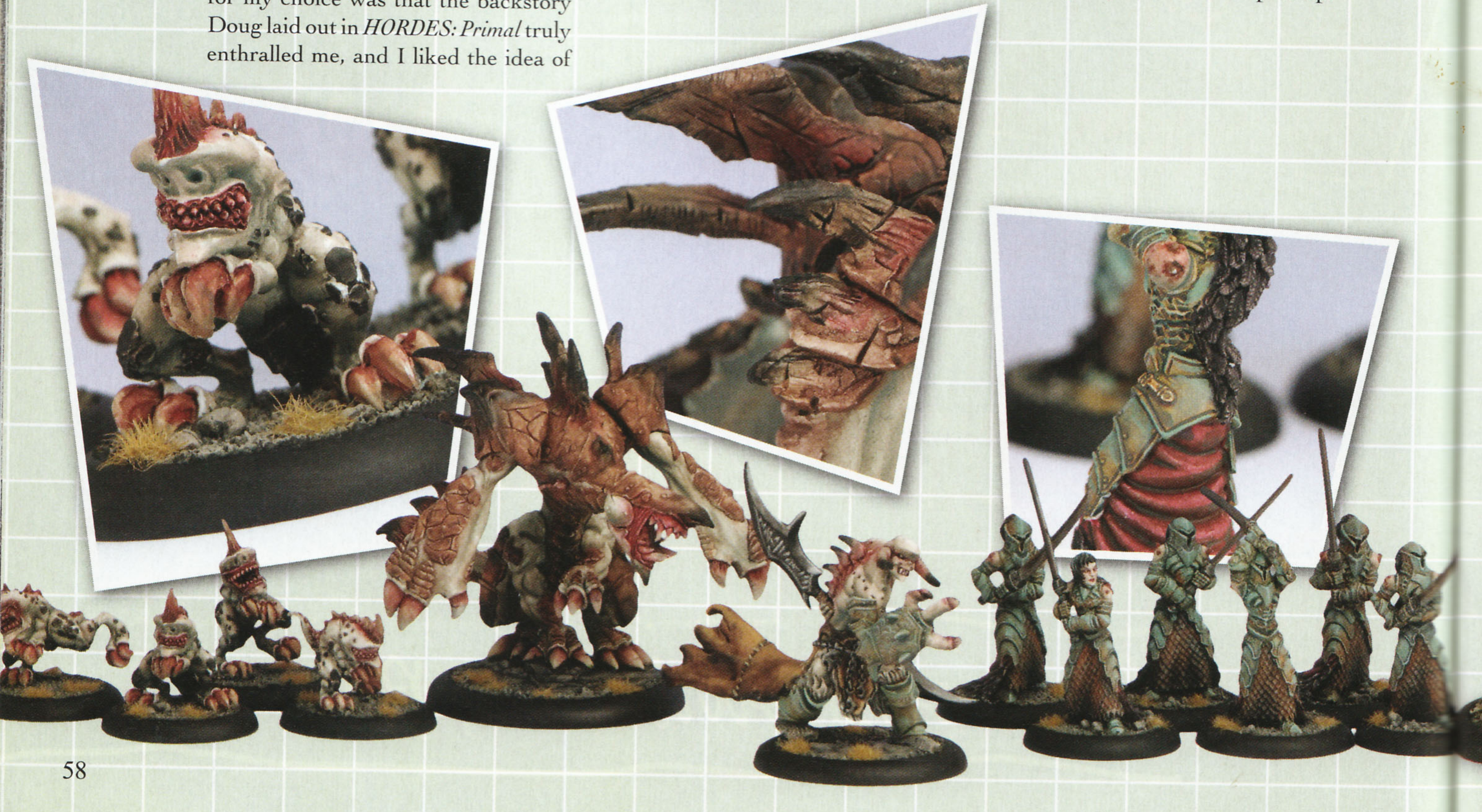
MODEL/UNIT	POINTS
Thagrosh, Prophet of Everblight	74
Carnivean	124
Shredders x 4	92
Blighted Legionnaires (6)	57
Total	**347**

We've been talking about doing a studio showdown for some time now and I'm excited to finally kick off this series of articles. I already had a Protectorate of Menoth Exemplar army (featured in No Quarter 8), and I wanted to get started playing HORDES. For me, there was really no question that I would play the Legion of Everblight. The main reason for my choice was that the backstory Doug laid out in *HORDES: Primal* truly enthralled me, and I liked the idea of playing the most dark and vile force that the Iron Kingdoms has ever seen. I also enjoyed the way the models looked and had a solid idea about how I could get my army painted quickly.

I have wanted to paint Thagrosh for some time, which made him the natural first addition to the army. I wanted a heavy hitting and relatively resilient army to ensure that I'd survive long enough to make contact with the enemy. With its good armor and staggering damage output, a Carnivean fit into this plan perfectly. Next, I added a swarm of four Shredders—these little guys are super-cheap for what they can do. Between their animus and Thagrosh's Death Shroud, they stand a good chance of reaching the enemy quickly. I chose a unit of Blighted Legionnaires because I liked their synergy with Death Shroud and Draconic Blessing makes them true killing machines.

With my army chosen, I got started building and painting and chose to depart from my normal painting routine by undercoating my models in white. I planned to paint the majority of the model using a series of thin layers over the white to shade the model and thus minimize the time spent painting base coats and highlighting. Over the course of the next month, I managed to get my army completed by painting for thirty minutes each day during my breaks at work.

I played my first game with my new army against Rob Hawkins and his Cryx force, and the game went well. Death Shroud allowed my army to advance nearly unscathed. My Legionnaires withered during Deneghra's feat turn but my counterattack quickly turned the tide. The Carnivean wrecked Rob's slayer, and within two turns the warwitch found herself at the bottom of a writhing pile of Shredders. After playing a few games, I think I will take more troops to bring my army up to 500. It's hard to choose at this point between Blighted Swordsmen and Blighted Archers, but one thing is for sure—I will be including some Incubi. They're just too cool to pass up.



Rob Hawkins: Cryx

I chose Cryx because I saw them as an opportunity to play a much faster, assassination-geared list, very different from the slow, methodical style of play that I use with my Protectorate of Menoth forces.

The easiest place to begin was with the faction starter box. It had all of the basic tools that I needed: bonejacks, a Slayer, and Deneghra. That ate up 307 points. I then grabbed a Skarlock and sank the few points that I had remaining into a Necrotech and some Scrap Thralls.

I got most of my painting done during my lunch hour at work, but I also painted at home in the evening and on weekends if I could find the time. My Protectorate forces took a long time to paint, and I wanted to avoid getting bogged down in the small details with this Cryx army so that I could paint them quickly.

To achieve the rusty metal, which would be the unifying army color, I drybrushed the metal areas and then washed them with a mix of Bloodstone and Khador Red Highlight. A little Armor Wash was then applied in the recesses. For the Necrotite glow, I basecoated the recesses with a mix of Necrotite Green and Morrow White, and then layered up through Necrotite Green and Cygnus Yellow. Once this was finished, I cleaned up the surrounding metal with a mix of Pig Iron, Molten Bronze and Bloodstone. The paneling on the warjacks was then basecoated black, and rendered with a mottled blend of Coal Black and Cryx Bane Highlight. Rather than number the models to distinguish one 'jack from another, I painted different runes on their hulls.

For the undead flesh, I used a basecoat of Cryx Bane Highlight, and then highlighted with Thrall Flesh, and Menoth White Base. The bases were drybrushed up with a mix of Thamar Black and 'Jack Bone.

I managed to get in a few games this month. Matt gave me a sound trouncing with his Legion. I taught Ron a valuable lesson about leaving his warlock exposed with no fury before losing a second game to him.

I put up a good fight each time, but I've only won one game so far. I feel like I need a little backup for the Slayer. Dropping a Scrap Thrall would allow me to fit in the Deathjack when I bring the army to 500 points. Two POW 18 fists, with five Focus and an effective DEF 15 in the Necrovent cloud? Yes please! If I go with the single model, I'll be able to spend a little more time painting it, but Pistol Wraiths, Bile Thralls and Bane Knights all look good too. Decisions, decisions.

ROB'S CRYX ARMY	(350)
MODEL/UNIT	**POINTS**
Warwitch Deneghra	76
Slayer	110
Deathripper x 2	76
Defiler	45
Skarlock	16
Necrotech	9
Scrap Thrall x3	15
Total	**347**

Ron Kruzie: Skorne

RON'S SKORNE ARMY	(350)
MODEL/UNIT	**POINTS**
Lord Tyrant Hexeris	67
Titan Gladiator x 2	218
Paingivers (6)	52
TOTAL	**337**

I have always loved the look of the Skorne, especially the Titans, and have always wanted an army of them. So when I had to choose an army, I thought: What is the coolest army out there? Well, that would be Skorne. Then I thought: What are the coolest minis? Well, that would be Titans. There you have it. I needed two Titans, someone to control them, and some support. I believe the best way to start an army is always to start very small and go from there. Hexeris is the coolest warlock and would work well with two Titans. I threw in some Paingiver Beast Handlers to top it all off.

At first, I planned to use the standard studio scheme, but as I drybrushed the gold onto the black primed minis, I was struck with how good they looked as just black and gold. I had recently watched *300*, and I thought: that's it. I wanted this army to look somewhat classic and monochromatic, washed out and bleached, just like the figures in that movie. This style would fit my army well. Plus this scheme paints really fast and simple, and I love the gloss black; it looks...wealthy.

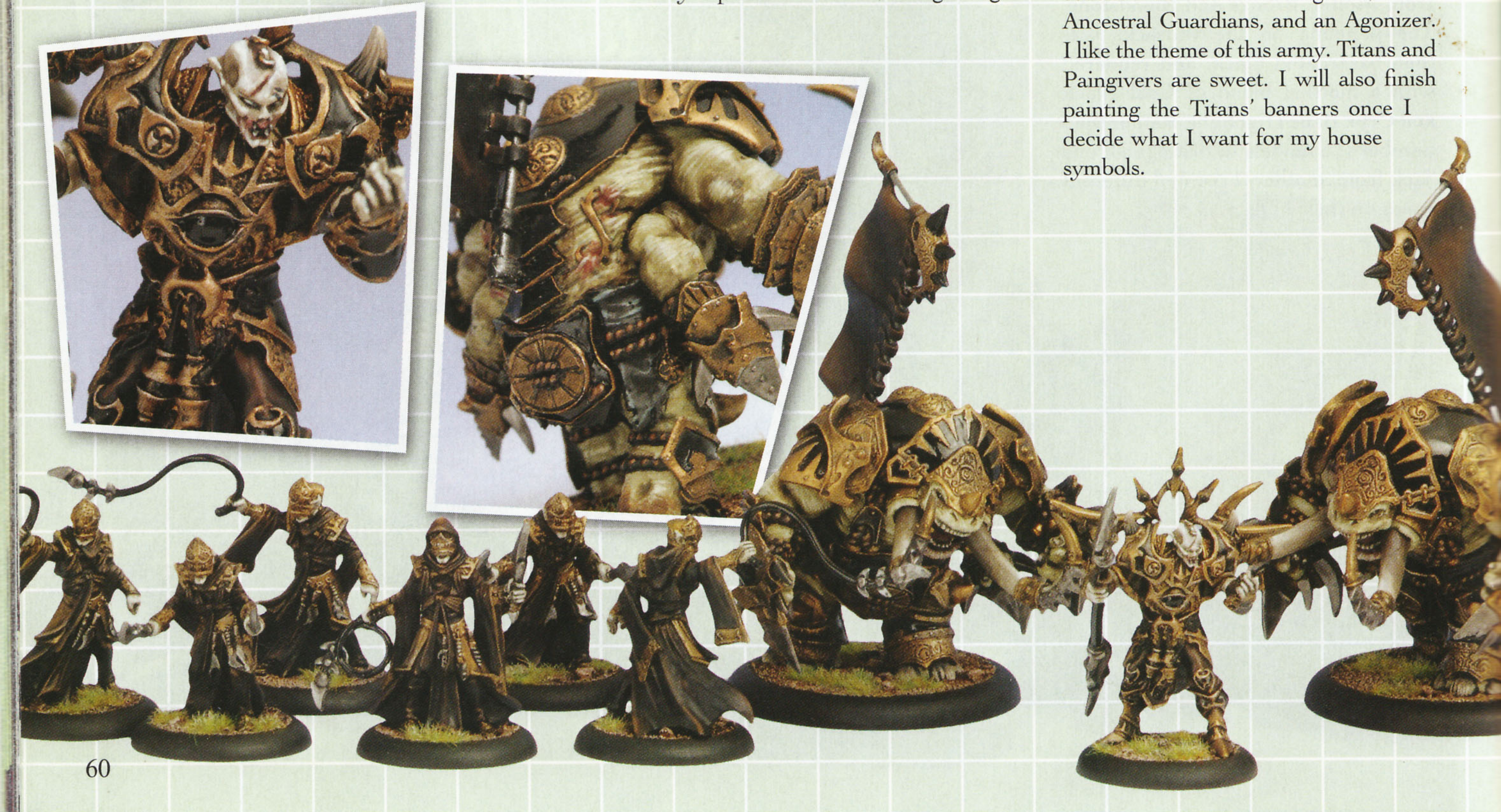
First I drybrushed each miniature entirely with Rhulic Gold, then used a light drybrushing of silver to age the gold. After that, I blackened out the areas I did not want gold. This gave me the opportunity to have the composition that I wanted. It's all about composition when making your own color scheme. I glossed the black armor with a cheap craft gloss. (I love gloss.) Next, I painted the flesh and ivory a parchment color, using a high value to contrast the black armor—contrast is also what it's all about. Next I used a dark brown (again contrast and composition) for the fabric and rope. Over all I got well-composed models with contrasting values all wrapped up in a monochromatic horde of death!

Drybrushing proved the perfect painting technique for the gold, considering all the texture on the Skorne models. This alone saved me hours of painting time, along with me constantly pushing myself to paint faster! I find great satisfaction in speed painting an army. It's tough doing it, but it can really pay off when you finish.

I painted after work at my painting desk for three, 3-hour sessions and one 5-hour Saturday session. That's a total of 14 hours to build and paint 350 points of Skorne.

I got two games in before the deadline, both against Rob. I got my ass kicked the first game on the second turn because I left Hexeris out in open with no fury. I'll never do that again. In the second game I wiped the table with Rob, killing every one of his models and losing only four Paingivers. The Paingivers used their Beast Manipulation to heal a Titan, which promptly ripped off both of the Slayer's arms and then threw its body into a Bonejack. In the end Hexeris sliced Deneghra in half with Gulgalta!

My next 150 points will probably consist of more Paingivers, two Ancestral Guardians, and an Agonizer. I like the theme of this army. Titans and Paingivers are sweet. I will also finish painting the Titans' banners once I decide what I want for my house symbols.



Quentin Smith: Privateers

Pirates, pirates, pirates! The release of the brand new pirate book and accompanying figures means there has never been a better time to assemble a Mercenary force. When approached with the idea of a studio showdown, it took little thought for me to choose an army—Pirates!

Much of my past year has gone to painting the studio versions of the Privateer line. While laboring away on these outstanding figs, I couldn't help but imagine alternate color-schemes and conversions. The studio showdown provided me with the perfect outlet to make the pirate force I've been daydreaming about since the Sea Dogs first commandeered my desk.

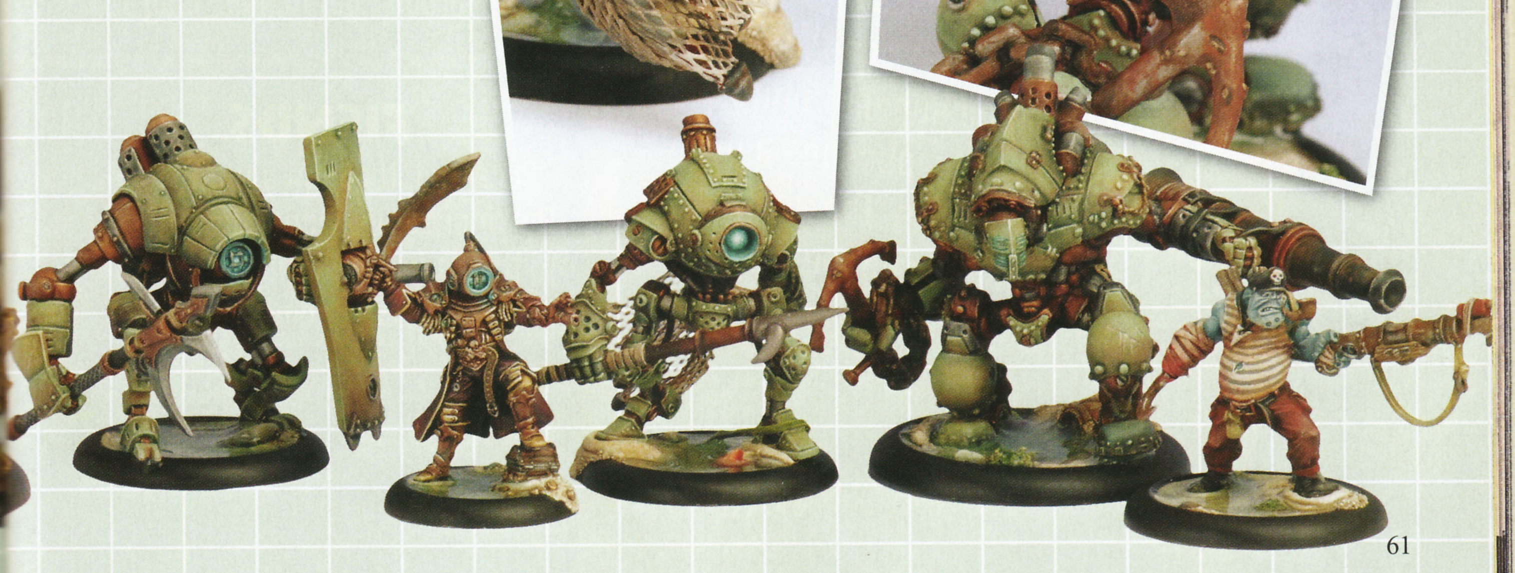
Playing WARMACHINE and HORDES against players (mainly Rob) who not only have tournament experience, but also help test the rules for new figures (including the Privateers!) is quite a daunting prospect. Still, I have no good excuse for why I don't already know how to play WARMACHINE or why I don't have a painted army of my own, so it's about time I learn!

Over the past few months I've kept a copy of the *Prime: Remix* rulebook handy and have made numerous "covert" trips into Doug Seacat's office to pick his brain about Privateer tactics. After some thought and lots of number crunching, I concluded that having fewer models in my army means I don't need to paint as much (brilliant!). I approached this project knowing that my free time is at a premium and troop choices need to reflect this. I wanted to spend more time converting and playing (something we don't get to do with studio figures) than painting.

Creating a theme for the army makes for a visually pleasing and fun force to assemble and paint. I've always felt drawn to "Jules Verne" style deep-sea imagery and wanted my band of Privateers to look like they spend lots of time in the salty depths. With this in mind, I needed to pick out my first 350 points. I love the figure for Montador, so he was an obvious choice for warcaster. His rules make 'jacks with ranged weapons very nasty, so the Mariner joined the ranks next. I see nothing wrong with big robots, so why not continue the trend? Both the Buccaneer and Vanguard have the right look and I already had some cool conversion ideas in mind. With a couple points left over and the need for a model to help load the Mariner's cannon, Bosun Grogspar rounded out my starter force. The idea of exploding harpoons was just too cool to pass up.

QUENTIN'S PRIVATEER ARMY	(350)
MODEL/UNIT	**POINTS**
Captain Bartolo Montador	71
Mariner	110
Buccaneer	61
Vanguard	76
Bosun Grogspar	26
TOTAL	**344**

Now it's time to get painting and play some WARMACHINE! I have a feeling that game results will dictate how I expand my force up to 500 points.



MONSTERPOCALYPSE™

AGENDAS AND FACTIONS

PART 1

Big, bad, and bent on destruction, the heroes and villains of Monsterpocalypse™ storm onto the scene in 2008. *No Quarter* offers a glimpse of a world ravaged from above and below.

Check out **WWW.PRIVATEERPRESS.COM/MONSTERPOCALYPSE** for more previews and information.

Monsterpocalypse features myriad themed groups, or factions, composed of monsters and support units. Each of these factions pursues a more generalized agenda. The agendas in Monsterpocalypse are:

PROTECTORS

The good guys. Protectors fight to defend a way of life, even if it means demolishing a few buildings in the process.

COLLABORATORS

These guys have motivations known only to them—sometimes it's a good thing for humanity, other times humanity is just a stepping stone.

RADICALS

Focused only on an ideal, they care little for humanity when compared to advancing their goals.

INVADERS

Earth offers these guys something they want, and they'll stop at nothing to have it.

DESTROYERS

Wanton destruction is their singular motivation. It's nothing personal, just don't get in their way.

FIENDS

Pure evil, through and through. These creatures destroy because they enjoy inflicting pain and suffering.

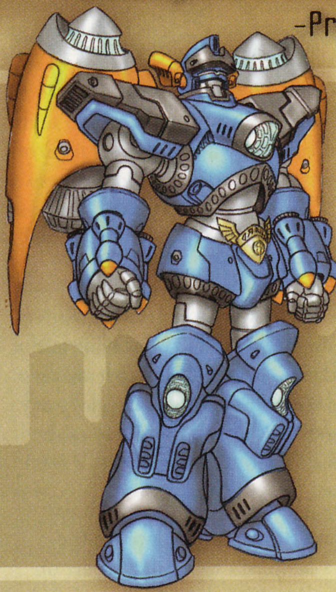
FACTIONS

This month, No Quarter features a sneak peek at two of the factions that protect, preserve, or plunder the world of Monsterpocalypse and the agendas they pursue.

G.U.A.R.D.

(Globally United Advanced Research & Defense)

-Protectors-



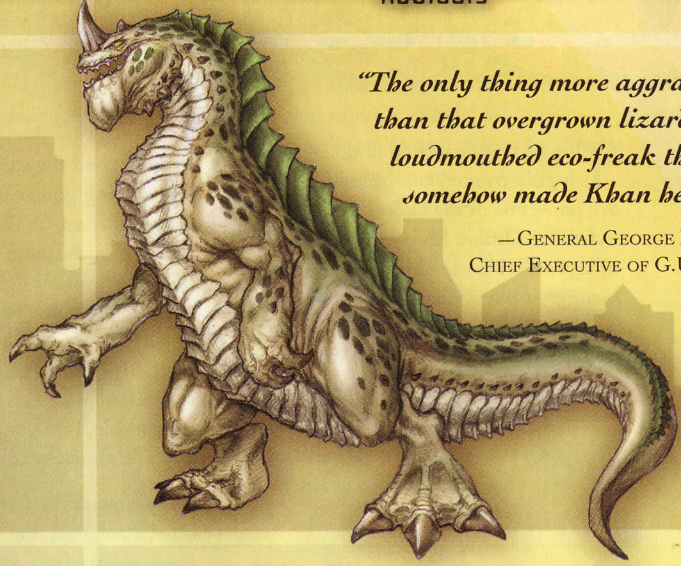
> *"These are supposed to be the good guys?!"*
>
> —Ellie Pezuto, Cell Leader for the radical eco-terrorist organization Green Fury

Attackers from beyond space and time or arising from beneath the lands and oceans have engulfed the world in catastrophic conflict. In the face of these disasters, the nations of Earth have put aside their historical differences and banded together to combat these many threats through the creation of a multi-national security force known as G.U.A.R.D. (Globally United Advanced Research & Defense). G.U.A.R.D. has assembled the greatest scientific minds and most accomplished military leaders from over a dozen countries to take on the cosmic invaders and underworld conquerors with the most technologically capable armed force the world has ever seen. Equipped with massive mechs, cutting edge air support, unparalleled ground support, and a dozen high tech installations around the globe and in orbit, G.U.A.R.D. can deploy anywhere on Earth within minutes and go toe-to-toe with aggressors from any corner of the universe and beyond.

Though members of the Unified Earth Treaty often criticize G.U.A.R.D. for causing as much destruction as they prevent with their 'cowboy' attitude, most people accept G.U.A.R.D. as integral to Earth's defense despite the cost. After one particularly devastating alien invasion of London, the Prime Minister of England attempted to bill G.U.A.R.D. for damages caused to many historical monuments by G.U.A.R.D. forces. A day later, the Prime Minister received a bill from G.U.A.R.D. Chief Executive General Norman for the costs of the battle: three years worth of ordnance expenditure, vehicle maintenance and repair, and man hours (including overtime and danger-pay). This simple act put matters into perspective for most world leaders and none have questioned G.U.A.R.D.'s value since.

TERRASAURS & GREEN FURY

-Radicals-



> *"The only thing more aggravating than that overgrown lizard is the loudmouthed eco-freak that has somehow made Khan her pet!"*
>
> —General George Norman, Chief Executive of G.U.A.R.D.

Some argue that mass devastation to the planet is not new but a centuries-old ongoing crime perpetrated by a careless humanity. In fact, members of the Green Fury eco-terrorist organization contend that humanity has brought the current apocalypse upon itself through flagrant contamination and abuse of Earth's fragile environment. When the skyscraper-sized lizard dubbed Terra-Khan emerged from the depths of the South American jungles three years ago, Green Fury spokesperson Ellie Pezuto quickly described the mighty Khan's apparent attraction to industrial equipment and facilities as Gaia's retribution for man's so-called 'progress'. Ironically, Terra-Khan and his many Terrasaur offspring seem much more interested in consuming industrial waste and anything mechanical than in protecting the environment or exacting any sort of revenge. Nonetheless, industrialists the world over have suffered from the random destruction of their operations, and more than a few major cities have fallen under the crushing might of these seemingly invincible mutant reptiles.

For Green Fury, the patterns of the Terrasaurs' destruction matters little compared to the fact that creatures provide the organization with a platform for their cause that no one can ignore. The Terrasaurs, despite their ravenous nature, seem unexpectedly tolerant of the Green Fury members who follow in the creatures' earth-shattering wake like rock-band groupies—groupies armed with AK-47's and Stinger missiles, that is. Wherever the Terrasaurs attack, Ellie and the rest of Green Fury appear to battle it out with any who resist the mighty reptiles and, of course, make sure the media nails a sensational cover story.

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

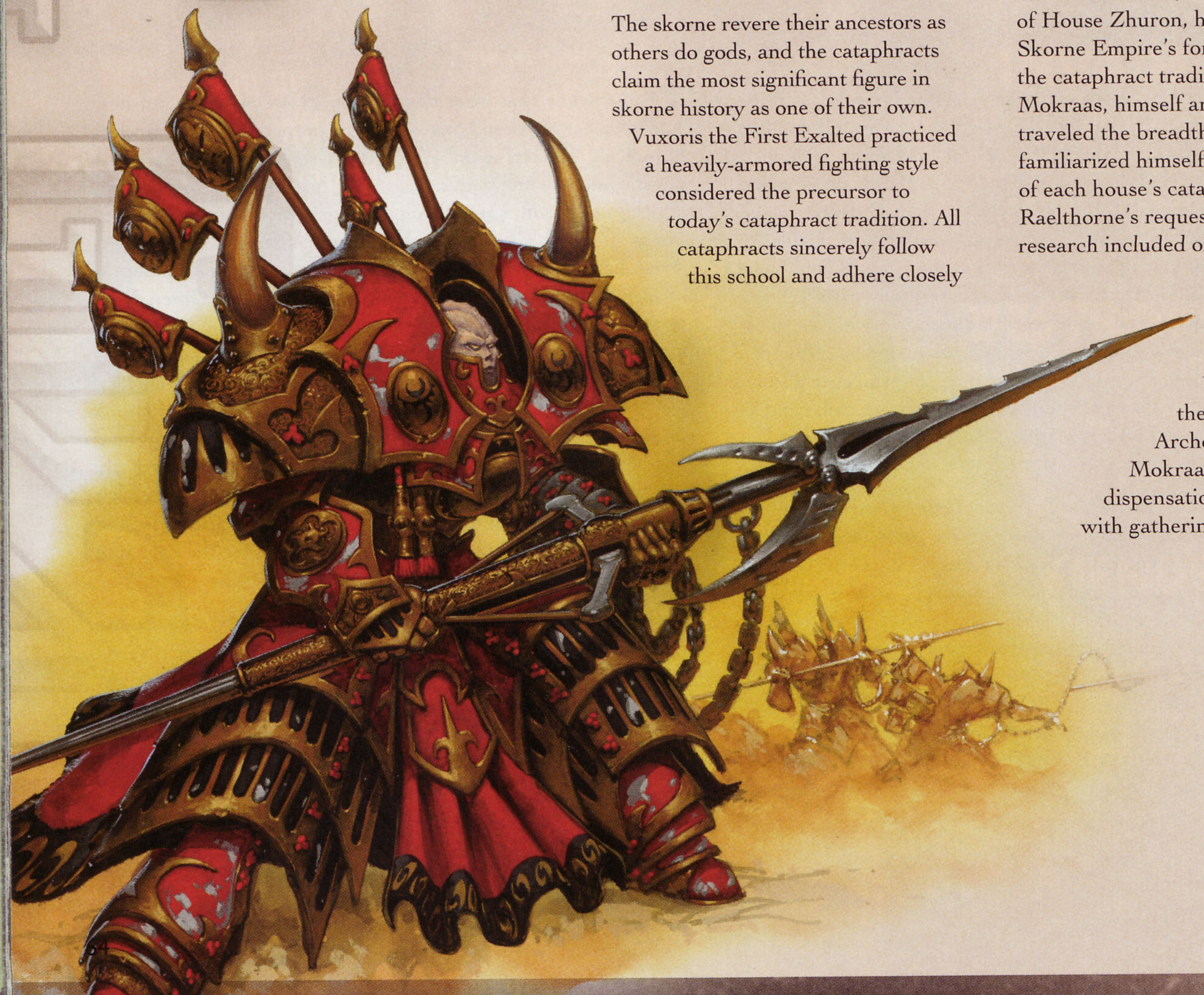
By **Andrew Linstrom** · Art by **Eric Deschamp** and **Brian Snoddy**

Guts & Gears

Cataphract

The heavily armored and highly trained cataphracts are paragons of the skorne martial tradition. Sheathed in layer after layer of thick, lacquered plate, these avatars of war combine the sanguine efficiency of the most elite skorne warriors with the resilience and savage momentum of rhinodons. Some western observers have likened the cataphracts' strength and staying power to Khador's steam-armored Man-O-War Shocktroopers, but that inadequate comparison fails to represent the physical accomplishments of the cataphracts. Where Men-O-War derive their strength from mechanika and steam, the only engine driving a cataphract is the muscle, bones, blood, and battle-lust of a skorne warrior.

The skorne revere their ancestors as others do gods, and the cataphracts claim the most significant figure in skorne history as one of their own. Vuxoris the First Exalted practiced a heavily-armored fighting style considered the precursor to today's cataphract tradition. All cataphracts sincerely follow this school and adhere closely to Vuxoris' code of *hoksune*. Many cataphracts also look to Tyrant Xerxis of House Kophar, the most renown of their brotherhood, as a living embodiment of their code and creed. Descended from a line of notable and exalted cataphracts, Xerxis seems set to surpass all his ancestors in glory as he wages war among the Army of the Western Reaches.



Primus Mokraas, a warrior-scholar of House Zhuron, has become the Skorne Empire's foremost expert on the cataphract tradition. The aging Mokraas, himself an arcuarius, has traveled the breadth of the tors and familiarized himself with the ways of each house's cataphracts at Vinter Raelthorne's request. Originally, his research included only battle reports and interrogation of war prisoners. After the First Unification, the Supreme Archdominar granted Mokraas special dispensation and tasked him with gathering the cataphract lore of each house that fields them. Today, Mokraas serves as one of Archdomina Makeda's chief advisors, responsible for integrating cataphracts from disparate houses into mixed units.

Cataphracts hold the final battle of the War of the Exalted as the most famous example of their order's ascendancy in the shared literature of the Skorne Empire. Cataphracts proved instrumental in finally defeating the last of Archdominar Helzar's horde of titans. Ranks of Cetrati broke the great beasts' charges, and arcuarii brought them low for the slaughter. Every cataphract knows the tyrant-scholar Havataan's epic rendition of this battle by heart.

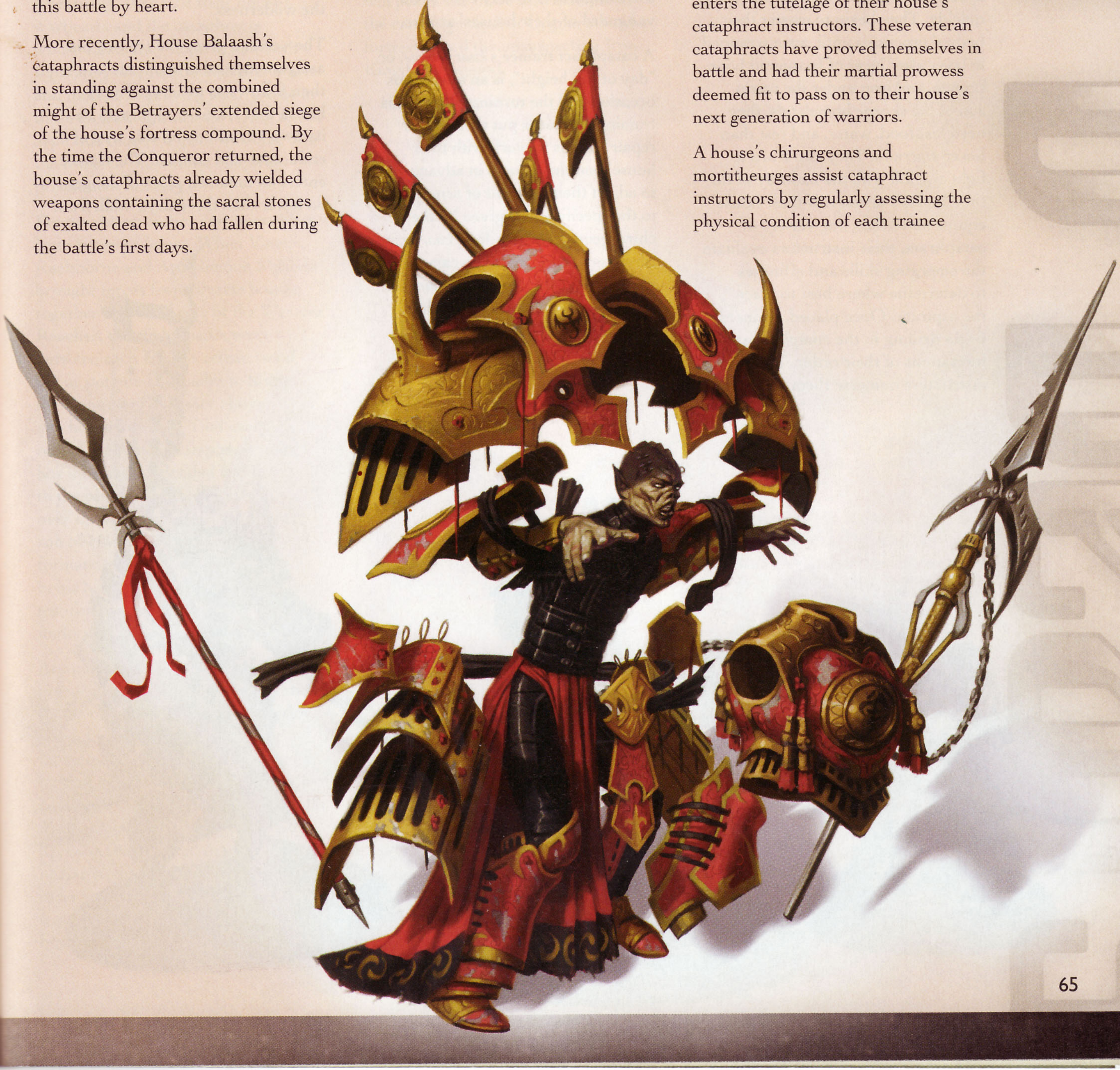
More recently, House Balaash's cataphracts distinguished themselves in standing against the combined might of the Betrayers' extended siege of the house's fortress compound. By the time the Conqueror returned, the house's cataphracts already wielded weapons containing the sacral stones of exalted dead who had fallen during the battle's first days.

Only the tallest and strongest of skorne can hope to properly fight in the armor of the cataphracts, and most members of this order descend from hereditary lines of cataphracts. Members of these lines often become powerful players in their houses for their respected position.

Descendants of a cataphract line or other warrior children of unusually large build have a burden of expectation laid on them from childhood. Their families push and challenge them from their earliest years to develop the beginnings of a cataphract's legendary strength and endurance. Centuries of rearing and twisting warbeasts have taught the skorne the connection between nutrition and the body's development. Even in times of scarcity, these hopefuls remain well-fed to allow for the necessary physical development.

Cataphract aspirants begin their formal training during adolescence, usually in their fourteenth year, and train for an average of ten years, though the length of the entire program varies from house to house. A child destined for the cataphracts lives and learns just as other skorne children, save for additional trials forced on them by their parents. Once formal training begins, a hopeful enters the tutelage of their house's cataphract instructors. These veteran cataphracts have proved themselves in battle and had their martial prowess deemed fit to pass on to their house's next generation of warriors.

A house's chirurgeons and mortitheurges assist cataphract instructors by regularly assessing the physical condition of each trainee



and advising the optimal training regimen for individual aspirants. Expert chirurgeons can employ the considerable depth of skorne anatomical studies to predict both the exact measurements a cataphract trainee will possess upon full growth and the day they will reach it.

Until they reach their full growth, an aspirant's training focuses on laying the foundation of their martial and tactical skills, on skorne warrior philosophy, and strength and endurance training. During this period, they learn to treat their heavy armor as an extension of their own bodies, to trust it to safeguard them against attack, and to move freely and quickly. They begin to master their bodies' processes until, even wrapped in layer after layer of lacquered bone, bronze, and iron under the warm sun of the skorne homelands, they need less food, water, and rest than lesser warriors. They also learn to fight and kill with the majority of the their house's armory. If their house equips more than one variety of cataphract, their instructors evaluate the emerging skills and affinities to determine where best to place the aspirant. Once placed, trainees begin drilling in the complex battle formations of their order. Their instructors immerse them in tactical doctrine, beginning with lengthy memorization and culminating in the blood and sweat of the practice yard.

The philosophy of the cataphract focuses on proud self-reliance within a supremely capable and coordinated fighting unit, and they take as much responsibility as they can for their own strength on the field. While some noble cataphracts study their people's literature of military history and philosophy, most cataphracts still commit to memory all their pertinent knowledge of war. Cataphracts train in the rudiments of armor smithing so that they can repair their own armor themselves. These qualities allow the cataphracts to stay ever in the vanguard of their houses' armies.

A cataphract trainee's *kaar praxas*, or "day of full height", is an auspicious occasion and the turning point of his training. Trainees put their armor repair lessons to work with their house's smiths months in advance to adjust their first suit of armor to the specifications given by the chirurgeons. The day-long *kaar praxas* ceremony begins with the cataphract reciting the entire code of *hoksune* as servants ceremoniously dress him in his armor. The head instructor oversees this process and interrupts the work between each piece of armor and chapter of the code to demand new oaths of loyalty and resolve. The trainee also recites a heroic story regarding one of their own proud ancestors, a well-known story of Vuxoris the First Exalted, or a story of the honored dead from the War of the Exalted. An extoller beseeches the house's ancestors to bless the trainee, who then eats his fill of plain meal and clear water, all the sustenance permitted for the trial ahead of him. Finally, the ceremony ends with the extoller chaining the trainee into his armor. As the sun sets, a veteran cataphract escorts the trainee out into the wilderness.

The veteran gives the trainee his assignment and armaments and then follows to observe. Every house that trains cataphracts has its own variations on this trial of endurance and combat. The trainee enters an untamed place of danger, no fewer than three days' walk from

the training ground, and must fight and secure a trophy. For the week or longer of this trial, he may not eat or drink and only can sit or lie down to rest in the heat of the sun. Another ceremony marks his successful return.

That very night, the trainee moves from the junior aspirants' quarters to the barracks of the senior aspirants and commences the final stage of his training the next morning. Instructors drill and test the senior aspirants without rest from dawn until dusk. They enter mock battles first against each other and their house's other warrior trainees, then against their house's full hestatians and Praetorians. Eventually, they face their house's warbeasts and the cataphracts whose ranks they hope to join both separately and combined. After weeks and months of proving their mettle in these escalating trials, surviving senior aspirants receive a grim welcome into the ranks of the Skorne Empire's preeminent infantry.

Precise cetrati tactics vary somewhat from house to house. When Vinter Raelthorne and Archdomina Makeda brought forces from diverse houses together into the Army of the Western Reaches, the slight distinctions between each house's cetrati stood out as potential obstacles to lifting the Conquerer's banner above any house loyalties. That every one of the Army's cataphract units has thoroughly blended testifies to the power Raelthorne exerts over the skorne mind. That a loyal son of House Balaash leads each formation and has retrained them in his house's straightforward style testifies to Makeda's pragmatism and understanding of the skorne character.

Arcuarii consider themselves the greatest heirs to the hunting tradition that evolved into the skorne warrior caste. Using the arci to drag foes into close quarters began as less of a tactical option and more as a dictate of *hoksune*. The arcus itself takes its name from of Vuxoris' own great hurled harpoon that he used to pull enemies nearer so that he could engage them in a manner befitting his personal warrior code. Arcuarii enter battle as hunters, dragging enemy infantry out of beneficial formations and snatching leaders away from their soldiers. Arcuarii consider coordinating and binding enemy warbeasts—and now warjacks—the tactic that brings the greatest honor. They keep their skills sharp by working closely with their houses' beast handlers to bring in wild beasts for breaking.

Both the Cetrati and the Arcuarii are already a feared sight on the eastern borders of western Immoren. These warriors' resilience and efficiency has challenged and shaken each nation's military doctrine. As influential as cataphract have proven during centuries of intra-house warfare, they will prove still more instrumental in the campaign against Cygnar's border fortresses and the unsuspecting Iron Kingdoms beyond.

Skorne Cataphract Cetratus

Skorne (malzaash) Fighter 8

NE Medium Humanoid (Skorne) CR 8

Hit Dice: 8d10+1d8+18 (56 hp)

Senses: Listen +0, Spot +0

Initiative: +1

Speed: 15 ft. (3 squares)

Armor Class: 22, touch 10, flat-footed 22 (+10 masterwork cataphract armor, +2 masterwork heavy steel shield)

Base Attack/Grapple: +8/+12

Attack: masterwork skorne warspear +14 (1d10+6/x3)

Full Attack: masterwork skorne warspear +14/+9 (1d10+5/x3)

Space/Reach: 5 ft./5 ft.

Saves: Fort +9, Ref +3, Will +2

Abilities: Str 18, Dex 12, Con 16, Int 13, Wis 10, Cha 8

Skills: Craft (armorsmithing) +10, Diplomacy +7, Knowledge (tactics) +10

Feats: Cataphract*, Combined Melee Attack*, Diehard, Endurance, Exotic Armor Proficiency (cataphract), Power Attack, Shield Wall*, Weapon Focus (skorne warspear), Weapon Specialization (skorne warspear)

Equipment: masterwork skorne warspear, masterwork cataphract armor (includes armor spikes and locked gauntlets), masterwork heavy steel shield, water skin

** New feat. See next callout.*

New Feats

Cataphract [Society]

Prerequisite: Skorne; Knowledge (tactics) 2 ranks; Endurance, Exotic Armor Proficiency (cataphract); successful completion of a *kaar praxas* trial.

Benefit: The character can wield a skorne warspear as a one-handed martial melee weapon while carrying a shield on the opposite arm.

Cataphracts who have become fatigued from lack of food or water are not considered fatigued during combat encounters. At the end of the encounter, they are again considered fatigued until they enter combat again, or until they alleviate the condition normally.

Knowledge (tactics) and Knowledge (religion) become permanent class skills for the character.

The character is treated as an elite soldier for the purposes of his place in the skorne warrior caste. (See *MN2*, pp. 191-193.)

Normal: A skorne war spear is a two-handed martial melee weapon. Characters who have taken nonlethal damage from lack of food or water are fatigued.

Combined Melee Attack [General]

Prerequisite: Base attack bonus +4

Benefit: When you use the Aid Another action to give a friend a +2 bonus on his next attack roll against an opponent, if the attack is successful and your friend also has this feat, he also receives a +2 on that attack's damage roll.

Special: A fighter may select Combined Melee Attack as one of his fighter bonus feats.

Shield Wall [General]

Prerequisite: Str 15, Shield Proficiency

Benefit: When using a heavy or tower shield and adjacent to one or more allies also using heavy or larger shields, and who also have this feat, you can form a shield wall. A shield wall provides cover to all participating members. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose any bonuses granted by this feat.

Special: A fighter may select Shield Wall as one of his fighter bonus feats.

Cataphract Tactics

By Dan Weber

Clad in their lacquered armor and wielding fearsome weaponry, the Cataphract Arcuarii and Cetrati serve as the Skorne's heaviest infantry. These multi-wound soldiers can withstand tremendous punishment while serving two very different, but vital, roles. Here are a few tips and tricks to help you get the most out of these elite warriors.

Tyrant Xerxis. Mention of this warlock's name should get your head nodding as the A-1 beat stick warlock for use with Cataphracts. His Total Annihilation feat increases the average charging Arcuarius' damage to 25 points and charging Cetrati's damage to 19. Not to mention Martial Discipline and Merciless Assault. (Just wait for it; I'll mention those too.)

Martial Discipline. This Xerxis ability (see, mentioning it now!) provides the two Cataphract units some interesting options when working in tandem. Lining up Arcuarii in front of Cetrati allows the former to move forward and attack targets with their Harpoons, dragging them closer and/or Hog Tying large-based models. The Cetrati then charge through the Arcuarii (thanks to Martial Discipline), increasing their potential charge threat range from 10" to 18". Reversing the two units' positions provides the slightly less armored Arcuarii with a defensive line through which they can fire their Harpoons and reel targets into melee or charge range of the Cetrati. Likewise, a charging Cetrati unit can clear away screening defenders and open a path for the Arcuarii to charge into juicier targets.

Watch Where You Point That Thing. Remember when planning your in-game strategies that Arcuarii deal out more melee damage man-for-man than Cetrati. Both units start hitting at P+S 12, but where the Cetrati's Brutal Charge gives models in the unit +2 damage on the charge the Arcuarii's Weapon Master ability always provides the models with an additional melee damage die. The Cetrati's Combined Melee Attack ability somewhat balances this, especially when facing high ARM or high wound targets such as warbeasts. Choose each units' targets carefully. Arcuarii have Cetrati beat on offensive power, but the Cetrati's Shield Wall will help them outlive their comrades.

Leaping (Cat) Lizards! Cetrati provide excellent screening troops for a unit of Ferox positioned behind them to Jump into the enemy lines. The Cetrati's plodding ARM 20 Shield Wall may slow the Ferox down on the way in, but absorbing ranged fire from the enemy is something Cetrati do well.

Filthy Savages! Makeda's Savagery spell allows Cetrati to run, form Shield Wall, and still make a melee attack. This can deny the enemy charge lanes, fields of fire, and tie up units better committed elsewhere. But how, you ask. *Step 1:* Cast/upkeep Savagery on Cetrati. *Step 2:* Cetrati activate, receive the order for Shield Wall (*Note*: If you've lost the Primus, Makeda can use her Command Authority to issue this order). *Step 3:* Unit runs without an order, thanks to Savagery. *Step 4:* Form a Shield Wall at end of movement. *Step 5:* Make melee attack granted by Savagery. That's a 12", ARM 20 beat down headed your way!

Bask-this. The Krea's Paralytic Aura ability provides the Cetrati and the Arcuarii with some offensive and defensive boosts. For the offense, enemy models within 2" of the Krea's aura have their DEF reduced by 3, which drops the attack roll an average Cataphract needs into the 4 – 6 range against most models. As a defense, both units gain a two point bonus to base their DEF and ARM versus ranged attacks. This may not seem like much, but when combined with Makeda's Defender's Ward spell (see callout) and tight formation, the DEF for both units rises to 16.

FOLLOW THE LEADER – FIVE SKORNE WARLOCK USES FOR CATAPHRACT UNITS

1. **Master Tormentor Morghoul.** Their multi-wound profiles make Cataphracts ideal candidates for Morghoul's Unrelenting spell. Cast on the model you most expect to take damage, the movement from the spell allows a Cataphract unit to slightly reposition in response to developing threats, to set up a charge, or move a model out of melee range (useful for the Arcuarii). Clearing charge lanes for warbeasts previously screened by the Cataphract also makes good use of this spell. The downside: an opponent who cannot roll high enough to damage your models. If only we all had that problem at the gaming table...

2. **Archdomina Makeda.** Makeda's Defender's Ward spell increases the Arcuarii's DEF to 13 and ARM to 16, and the Cetrati's DEF to 13 and ARM to 17. In addition, while in Shield Wall, the Cetrati's DEF becomes 14 and their ARM increases to 21. In a 1,000 point game, casting Xerxis' Merciless Assault (see below) on Cetrati before their activation, followed by Makeda's Defender's Ward before the Skorne turn ends, gives the Skorne player a 10 attack shield wall with DEF 14 and ARM 21.

3. **Lord Tyrant Hexeris.** Hexeris' Death March spell gives these multi-wound meat shields one last attack after giving up their soul tokens. Make good use of the movement and boosted attack and damage rolls granted by this spell to attack unit leaders, multi-wound models, or warlocks within the dead Cataphract's 7" threat range (SPD + Reach).

4. **Tyrant Xerxis.** In addition to the tactics above that Xerxis brings to the table, his Merciless Assault spell turns the Acuarii into frightening killing machines. Doubling a full unit's five attacks to 10 guarantees few targets will survive their charge and/or Combined Melee Attack.

5. **Supreme Aptimus Zaal.** Zaal's Ghost Sight ability allows him to ignore friendly models (among other things) when determining LOS. A Cataphract unit functions well as an impenetrable screen from behind which Zaal can fire his Soul Burn spell, Spiritual Reckoning spell, and Spirit Eye attacks and remain out of harm's way.

Painting Cataphract Cetrati

By ***Rob Strohmeyer***

Base Coat

Base the armor and long skirt with Thamar Black, all of the trim with Rhulic Gold, and the flesh with a 50/50 mix of Khardic Flesh and Beaten Purple. Pick out leather details in Battlefield Brown, and base the spear and spikes with Pig Iron. Start detail items like the gemstones, sashing, the loincloth, and the cloth around the spear with Sanguine Base.

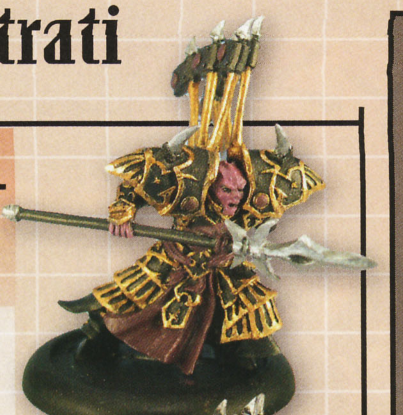
Base Coat Colors:

Armor—Thamar Black • **Armor Trim**—Rhulic Gold

Spear—Pig Iron • **Cloth/Gems**—Sanguine Base

Leathers—Battlefield Brown • **Flesh**—Beaten Purple, Khardic Flesh

Black Cloth—Thamar Black



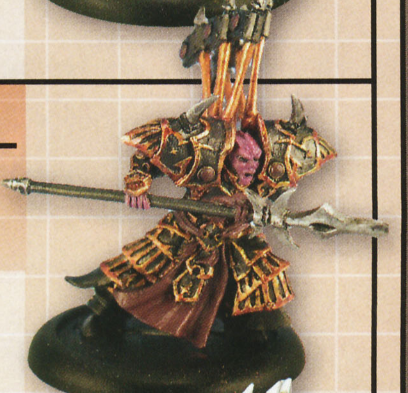
Shading

Shade the metals first. The black of the armor gets no work here, but wash the gold on the armor with Brown Ink thinned with water. Silver metals get a wash of Armor Wash thinned with water. You can shade the red cloth by blending a spot of Exile Blue with the Sanguine Base color, but this is optional. Finally, the flesh gets a wash of Beaten Purple thinned with water at a 1:5 paint-to-water ratio.

Shading Colors:

Armor Trim—Brown Ink • **Spear**—Armor Wash

Cloth—Exile Blue, Sanguine Base • **Flesh**—Beaten Purple



Highlighting

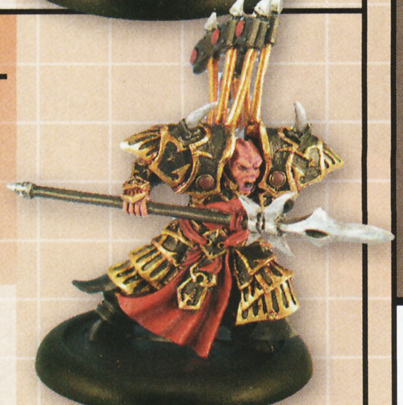
Highlight the Thamar Black armor with pure Greatcoat Grey applied with line highlights along the edges of the various plates. Use the side of the brush to catch hard edges like the ends of the greaves (leg armor). For contrast, highlight the black skirt by blending Coal Black into the Thamar Black. Red cloth uses a blend of Skorne Red over the Sanguine Base color for highlighting. Highlight the gold armor in two steps, first with Rhulic Gold, then with a coat of Brass Balls. For silver metals like the spear, highlight with Cold Steel. To highlight the flesh, build up the major features with Khardic Flesh while leaving the purple undertone intact. We will finish the small leather details in the last step.

Highlighting Colors:

Armor—Greatcoat Grey • **Armor Trim**—Brass Balls, Rhulic Gold

Spear—Cold Steel • **Red Cloth**—Skorne Red

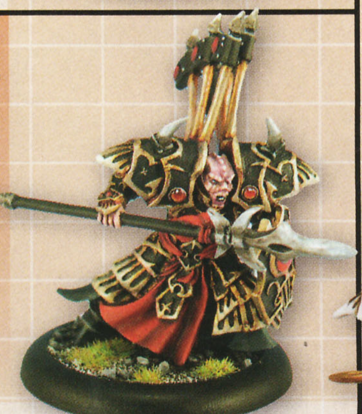
Black Cloth—Coal Black, Thamar Black • **Flesh**—Khardic Flesh



Detailing

To detail the black, mix a spot of Morrow White with Ironhull Grey and hit hard edges with a line highlight smaller than the initial highlights. You can take this further with another small highlight using more of Morrow White in the Ironhull Grey. The black cloth gets a little extra highlight by mixing 1:1 Coal Black with Trollblood Base and blending that onto the very edges. Brighten up the red cloth with pure Khador Red Base blended over the Skorne Red. The gold armor trim gets a final highlight of Radiant Platinum. The silver metals, like the spear, should receive a slight wash of pure Battlefield Brown to add grime, then a highlight with Quick Silver. The flesh gets smaller highlights, first with Ryn Flesh with a spot of Khardic Flesh, and then with pure Ryn Flesh. Shade back the lower with a mix of Khardic Flesh and Beaten Purple.

At this point, paint the eyes and teeth with pure Morrow White. For gemstones, use layers or stripes of Sanguine Base, Khador Red Base, Khador Red Highlight, and Cygnar Yellow, and add small dots of white to simulate light. Pick out the leathers with a small highlight of Bootstrap Brown.



Details Colors:

Armor—Ironhull Grey, Morrow White, Thamar Black, • **Armor Trim**—Radiant Platinum

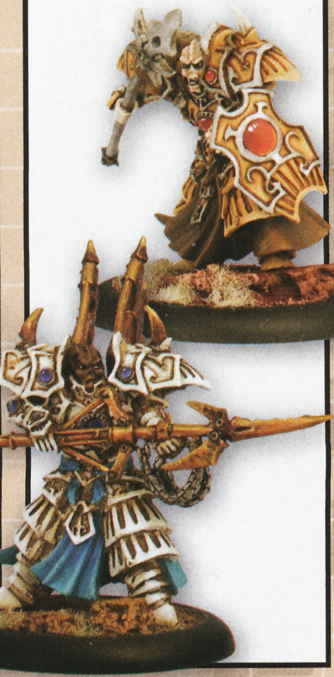
Spear—Battlefield Brown, Quick Silver • **Red Cloth**—Khador Red Base • **Black Cloth**—Coal Black, Trollblood Base

Gemstones—Cygnar Yellow, Khador Red Base, Khador Red Highlight, Morrow White, Sanguine Base

Leathers—Bootstrap Brown • **Flesh**—Khardic Flesh, Ryn Flesh • **Teeth and Eyes**—Morrow White

What You'll Need:

- Armor Wash
- Battlefield Brown
- Beaten Purple
- Bootstrap Leather
- Brass Balls
- Brown Ink
- Coal Black
- Cold Steel
- Cygnus Yellow
- Exile Blue
- Greatcoat Grey
- Ironhull Grey
- Khador Red Base
- Khador Red Highlight
- Khardic Flesh
- Morrow White
- Pig Iron
- Quick Silver
- Radiant Platinum
- Rhulic Gold
- Ryn Flesh
- Sanguine Base
- Skorne Red
- Thamar Black
- Trollblood Base



Some alternate paint schemes you can use on your Cataphract.

Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

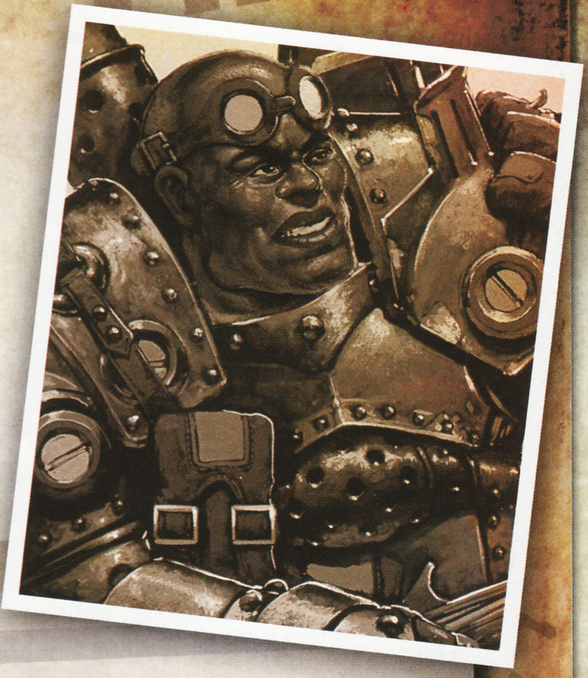
The Gavyn Kyle FILES

Transcribed by **Doug Seacat** · Art by **Matt Wilson** and **Brian Snoddy**

MAJOR MARKUS "SIEGE" BRISBANE

Compared to previous assignments, this one proved relatively simple. I find acquiring the service records of Cygnaran officers embarrassingly easy, for which I thank overworked and underpaid Cygnaran military clerks. Discovering anything from outside sources about Major Brisbane proved a greater challenge given his tendency to obliterate his enemies. All sources agree, however, that Major Brisbane ranks as the premiere besieger and fortress-breaker of the Cygnaran Army.

—G.K.



Markus Brisbane

Cygnaran Army Service Chronology - Warcaster

Born: 565 AR, Ceryl

Entered Military Service: 582 AR, Trencher Training, assigned to 565th Trencher Company, Fourth Army, Fort Balton. Trained with the fort's military engineers and sappers.

Regular Service Promotions: Corporal 582 AR; Sergeant 583 AR.

Warcaster Training: Initiated late 583 AR, Strategic Academy, Caspia, promoted to Lieutenant.

Journeyman Tour: 584–585 AR under Commander Adept Birk Kinbrace (retired, chancellor of Strategic Academy, Caspia) at Highgate. During this tour, Lieutenant Brisbane served at the Battle of Frog Peninsula and the Battle at Eyewall Bay at the beginning of the Scharde Invasions.

Scharde Invasions: Promoted to Captain 585 AR, fought alongside Third Army. Notable service includes Battle of Sandbottom Point, the Liberation of Cullenrock, the Battle of Death's Door, the Retaliation on Blackrock, and the Landing at Giant's Head.

Assigned to First Army: Transferred to Northguard 589 AR, served with First Army defending against Khadoran and mercenary raids until late 594 AR. Spearheaded the assault on Kragvold Fort and reduced this Khadoran outpost to rubble.

Assigned to Third Army: Returned to Third Army 594 AR. Served at Highgate, Southshield, and Westwatch until 598 AR. Promoted to Major in 597 AR.

Assigned to Second Army: Transferred to Eastwall, Second Army, late 598 AR. Served along the Black River through 604 AR including the Caspia garrison, Fort Falk, and various lesser outposts. Led the siege on the Halward Redoubt 601 AR.

Llaelese War: Joined the First Army early in 605 AR in the war against Khador. Fought in the Battle of Keepers Dig, the Battle at Riversmet Ruins, and the initial Defense of Merywyn before being withdrawn for the Defense of Deepwood Tower.

Siege and Assault of Sul: Returned to Second Army late 605 AR, Caspia Garrison. Began Siege of Sul in Cinten 606 AR, walls fell at the end of Rowan. Major Brisbane joined the Storm Division for ongoing assaults within Sul. (List of engagements attached.)

Miscellaneous Service: 599 AR advised extensive reconstruction of Eastwall. Training advisor to Llael in 600 AR, visiting Redwall and Merywyn. Fortification advisor to Ord in 602 AR, appraised Midfast, Scarswall, and Boarsgate.

Current Assignment: Lord Commander Coleman Stryker, Storm Division, Second Army.

Awards: Includes the Distinguished Service to the Crown and the Star of Valor (see attached documentation for full list).

No record clearly indicates how Cygnaran military authorities identified Markus' warcaster potential. His father was a city guardsman in Ceryl, and I can find no evidence of arcane tutelage or talent before joining the army. Brisbane's service record is remarkable for the sheer volume of engagements in which he participated.

Goloven 20th, 594 AR

Your Royal Highness, Prince Leto Raelthorne, Warmaster General

I understand grave matters occupy your attention, but I hope you may indulge an old soldier's special request. I will speak circumspectly knowing the troubling ordeal you prepare to face. Before you commit, I humbly request the transfer of the officers on the attached list from Northguard to Highgate. Of particular importance is Captain Markus Brisbane, warcaster. If left at Northguard he may feel compelled to act against fellow officers in the days ahead. He is too valuable an asset to sacrifice to the inevitable turmoil which will follow your necessary action.

Vincent Gollan

Earl of Shieldpoint, Lord General of the Third Army,
Supreme Knight of the Highgate Vigil, Senior Knight of the Prophet

Brisbane's transfer back to the Third Army right before the Lion's Coup seemed conveniently timed, so I did some digging and unearthed a copy of this letter. It gives me greater respect for the cunning of Lord General Vincent Gollan. Given Brisbane's record for heeding the chain of command, he likely would have fought against pro-Leto forces if left at Northguard, a far from preferable situation as the soon-to-be lord general indicates. Documentation proves that Highgate's officers weathered the transition between kings better than any other Cygnaran garrison thanks largely to Gollan.

I wanted to pass along word of the outstanding work done by Captain Markus Brisbane in leading our forces in the assault on the Kragvold Fort northeast of Fellig. As you are aware, this Khadoran stronghold, long considered unassailable, had become the primary mustering point for heavy assault forces attacking our border. The High Kommand continually denied their sanction, but soldiers from this fort have raided nearby garrisons with impunity. Captain Brisbane offered a plan of attack that I thought foolish but ultimately proved brilliant.

For a week we conducted probing attacks at the eastern perimeter to draw the attention of the defenders and allow a select team of sappers to dig a mine beneath the westernmost tower. They managed to clear and collapse a small tunnel, but I could see little value in it. The tower stood unaffected, yet Captain Brisbane assured us the unstable foundation provided all the weakness he required. During the subsequent assault Brisbane, or "Siege" as we've come to call him, made for the tower approach with three Defenders, all while evading cannon and Destroyer fire. He laid down a concentrated barrage on the tower with beautiful precision, toppled the structure in record time, and opened a breach. I never would have thought it possible had I not seen it occur. The look on the faces of those Khadoran bastards when we poured through the gap gave me bitter satisfaction after our previous losses.

This excerpt from a letter dated 593 AR, sent by a trencher engineer of the First Army to his commanding officer at Northguard, seems to be the first use of Brisbane's apt nickname. The destruction of Kragvold Fort was a sore blow to the Khadorans. They have excised all records of this fortress from their maps. Brisbane's specialty of applying cannon fire to undermine fortifications or, when defending, of engineering inclined reinforcing walls to endure sustained shelling evolved from this date.

We understand your frustration regarding details of his weaponry, but we have had limited opportunity to study them in detail. I suggest you attempt to get your own subordinates close to this "Siege" Brisbane without having holes blown in them before berating my men for their inability to provide detailed reports on this warcaster's equipment. Attached is our best guess as to the inner workings of his rocket cannon. The complexities of the intricate mechanika required along with the practical difficulties of its ammunition are considerable. Without mechanikal leaps impossible to conceal from us, we see no conceivable way for Cygnar to mass-produce this weapon. Brisbane's hammer likely employs a mechanism not dissimilar to that found in "Quake Hammers" of the Ironclad chassis. If we get better information on these weapons, you will be the first to know.

Aleksi Barakovich

Senior Mechanik Chief, 13th Standing Legion, 3rd Kommand

A clearly frustrated letter sent in 605 AR to Master Mechanik Dahlrif Salvoro II of the Khadoran Mechaniks Assembly in Korsk, as part of a report describing unusual weapons brought to bear against the Khadoran Army during the Llaelese War.

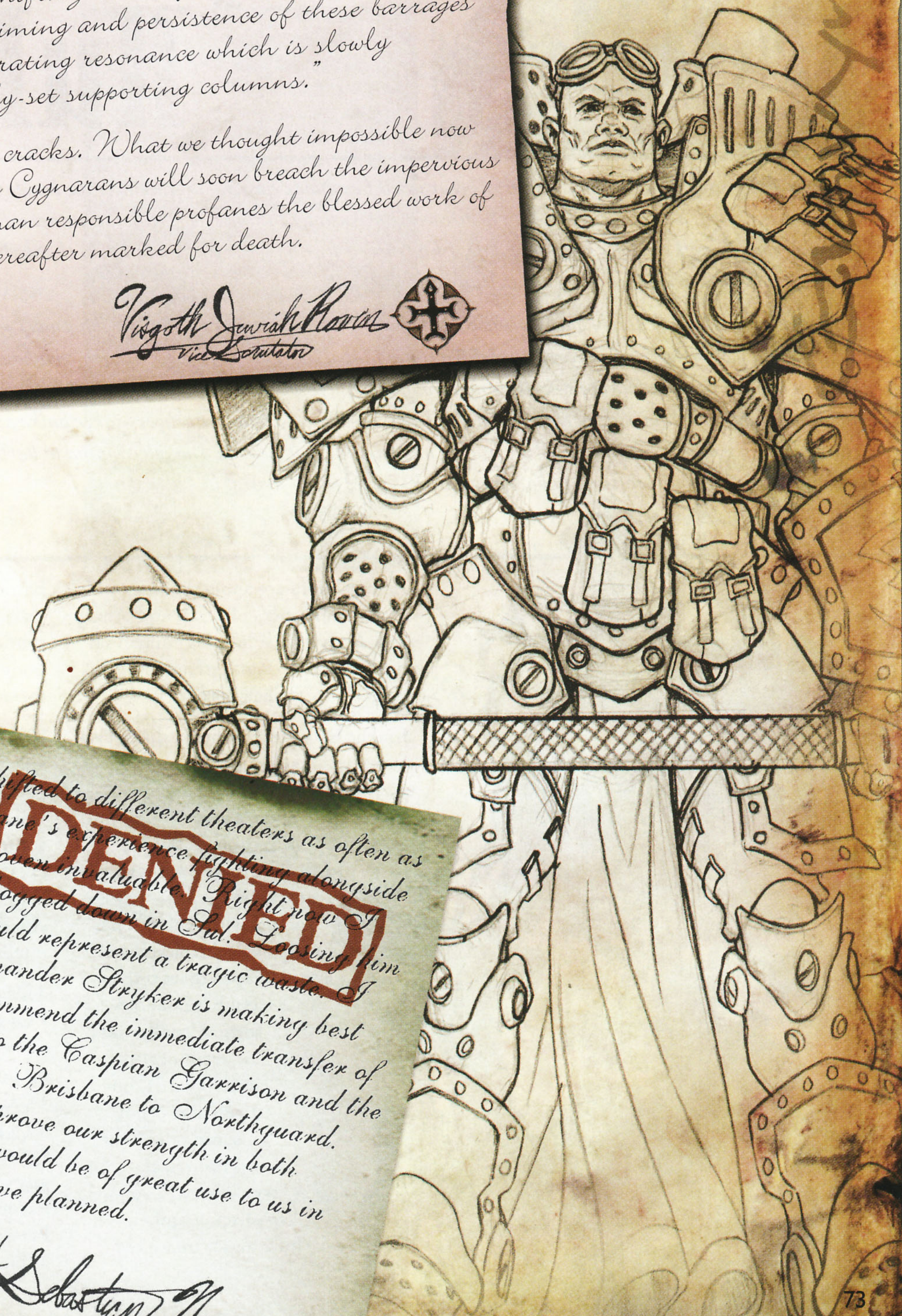
The pounding on the walls of Sul has proceeded for weeks with no sign of surcease. At first this seemed a monumental waste of the enemy's resources. The walls have ever stood inviolate, built at the direction of the greatest stonemasons from the time of Priest-King Golivant, and layered in centuries of the blessings of the Lawgiver.

Yesterday one of our converted Caspian engineers noticed a pattern in what seemed random barrages from the Cygnaran warjacks and cannons. These are his words: "They have focused upon the inner curvature alongside the old river trade gate, sealed after the Civil War. A previously unknown weakness exists here where river erosion has caused a slight shifting in the foundation, invisible to the naked eye. The timing and persistence of these barrages has created a reverberating resonance which is slowly pulverizing the deeply-set supporting columns."

We have begun to see cracks. What we thought impossible now seems inevitable: The Cygnarans will soon breach the impervious walls of Sul. The man responsible profanes the blessed work of the Creator and is hereafter marked for death.

Visgoth Juviah Rhovin
Vice Scrutator

From this letter, sent to the visgoths in Imer before the walls of Sul broke, I gather that Major Brisbane is now the brunt of considerable hatred within the Protectorate, second only to Lord Commander Stryker. The Menites took the defacement of this wall as a personal affront.



I'm not sure to whom this letter was addressed, but the tone suggests someone well known to Nemo. Coleman Stryker may have had a hand in ensuring the denial of this request.

DENIED

Warcasters should be shifted to different theaters as often as feasible. Major Brisbane's experience fighting alongside each of our armies has proven invaluable. Right now I worry about having him bogged down in Sul. Loosing him to that miserable grind would represent a tragic waste. I do not believe Lord Commander Stryker is making best use of him. I strongly recommend the immediate transfer of Major Victoria Haley to the Caspian Garrison and the shifting of Major Markus Brisbane to Northguard. By my analysis this will improve our strength in both theaters. Major Brisbane would be of great use to us in several of the operations we have planned.

Commander Adept Sebastian Nemo
Northguard

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. 1 *and* Monsternomicon, Vol II.

By **Luke Johnson** · Art by **Chris Walton** · Map Rendering by **Josh Manderville**

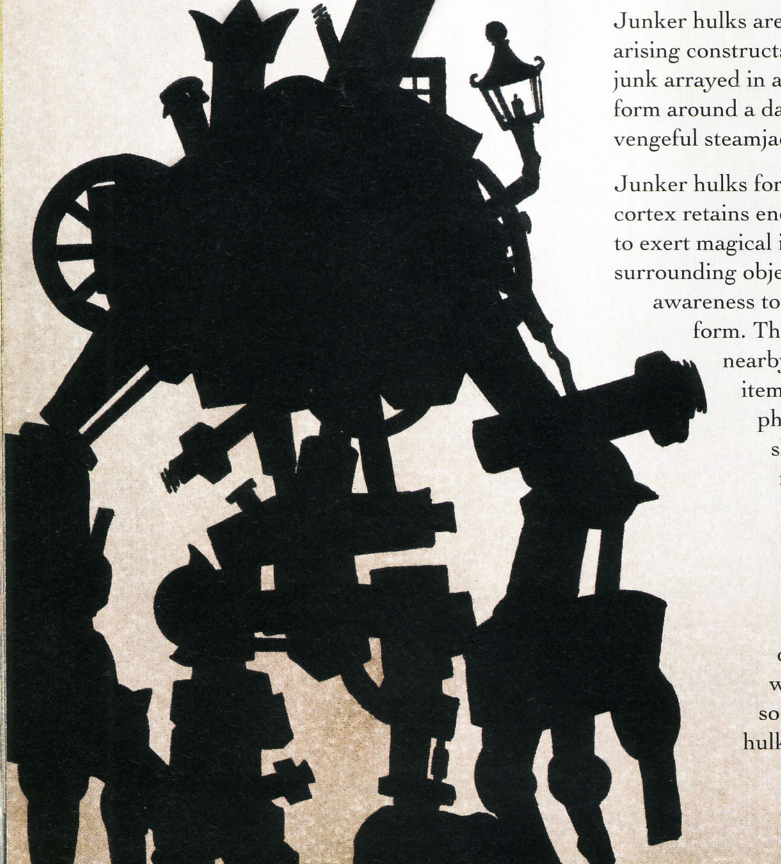
The Pendrake Encounters:

The Junker Hulk

Some of my most frightening experiences occur when I am not expecting to encounter the beasts that I study. Such times do not occur often, as I make it my duty to discover and document Immoren's strange creatures. Every so often however, when I am doing something I consider routine or safe, I find myself fearing for my life. I can only thank Morrow that I have the training and experience to survive such situations. Many others do not.

The junker hulk is particularly guilty of such surprises. Few things stop the heart like innocuous scrap rising with murderous intent. When picking over a junkyard at night, assuming that, as you received permission, you have nothing to worry about, and then you witness random bits of junk shooting through the air, skittering across the ground, and rising up to form an immense humanoid shape bristling with edges and chains. Though I cannot prove it, I believe junker hulks arises when a discarded cortex retains enough power to magically gather nearby material to create a body, enough cunning to harbor a viciously territorial personality, and enough sentience to hate anyone who would try to control it.

—Viktor Pendrake



Junker hulks are spontaneously arising constructs of scrap and other junk arrayed in a hulking humanoid form around a damaged and vengeful steamjack cortex.

Junker hulks form when a discarded cortex retains enough power to exert magical influence over surrounding objects and enough awareness to desire a familiar form. The cortex gathers nearby materials—often items with which it has physical contact—and shapes them into a rough humanoid form. Usually, such an event occurs in junkyards, but it can also occur in scrap piles near or within 'jack workshops. Every so often, a junker hulk arises on an old battlefield; cortexes from downed warjacks occasionally have enough sentience and materials to create a body (albeit one weaker than their former chassis—usually).

Violently territorial, junker hulks also harbor a fierce independence, perhaps a remnant from when warcasters and 'jack marshals controlled them. Thus, when any creature attempts to exert arcane control over a junker hulk, rage clouds what limited, sputtering intelligence it possesses.

This encounter, designed for four PCs of 6th to 7th level, can take place on a waterway depending on how you want to run it and the PCs' location. The action occurs on a junk barge, and reasons exist for such a craft to be virtually anywhere. The default setting is a vacant stretch of the Banwick River between Point Borne and Fort Whiterock in Cygnar.

This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon, Vol. 2* (the junker hulk appears on pages 100–101).

Encounter Background

This encounter takes place on a barge, huge and slow and weighed down with junk. A gobber bodger named Goggz pilots the barge. Goggz plies the waters between Point Borne, Corvis, and Orven, hiring local laborer to pile scrap onto his barge. He then steers his barge to Ironhead Station where he unloads with his steam-driven crane whatever he can sell and dumps the rest overboard. (Over the years, a vast collection of submerged and rusted debris has built up in the area.) Before he rids himself of the junk, of course, he stops by his hidey-hole and unloads the most valuable pieces for sale to discriminating or discrete customers.

Goggz doesn't know it, but his latest shipment includes a defective cortex. The cortex has slowly assembled a body of the junk on the barge. The creature currently sees Goggz as a sort of protector or ally, but it is unlikely to feel the same about PCs.

What brings the PCs aboard the barge (and thus into conflict with the junker hulk) is up to you and your players. Some ideas include:

- The PCs stow away on the barge, hoping to travel to somewhere along Goggz's route with a minimum of hassle.
- The PCs see the barge floating down the river and hail the captain. Goggz is willing to take them aboard as passengers (though their sleeping arrangements will be less than ideal) for a price.
- The PCs are looking for a particular piece of junk, perhaps even the junker hulk's damaged cortex itself. The PCs learn that the object of their search is likely aboard Goggz's barge.

At your option, the junker hulk may not immediately see the PCs as threats. Thus, the PCs might assume they are safe when they board the barge, but sometime later—perhaps at night—the junker hulk attacks.

The Battlefield (EL 7)

The battle takes place aboard Goggz's barge, which he operates alone. The barge is a huge, wallowing craft of iron and wood. A furnace at the rear provides steam power; one large stack belches both smoke and steam into the air. The furnace also powers a large steam crane, which Goggz uses to move the junk around.

When the PCs see the barge, read or paraphrase the following.

> Before you is a hulking, flat craft of iron and wood. Junk of all sorts—broken furniture, scrap metal, iron plates, broken gears, jutting girders, and other useless items—cover its surface to a depth of several feet, causing the barge to ride dangerously low in the water. The barge is huge; over 50 feet wide and probably 100 feet long.
>
> Rising from the center of the assembled junk, like a tower amid bones, is the large metal framework of a battered crane whose hoist ends in a large magnet. Three great waterwheels, one at the rear and two on the craft's sides, turn slowly under the furnace's power, allowing the barge to chug forward. At the rear of the vessel, the pilot house rises twenty feet in the air on rusty stilts. The barge's immense furnace sits beneath this structure, casting an orange-red, shimmering light.

Beneath the pilot house and near the furnace, a hammock is slung between what look to be two ruined steamjacks. A grizzled gobber reclines in the hammock. He appears to be napping, though every so often he cracks an eyelid, looks around, reaches out from the hammock, and adjusts the craft's furnace. Then he leans back and closes his eyes.

Conditions

The time of day (or night) in which the PCs arrive (or in which you'd like the encounter to occur) determines the lighting conditions.

The barge is extremely noisy. These conditions provide a –2 penalty on all Listen checks aboard the barge.

PCs with appropriate Craft or Knowledge skills can identify some of the junk aboard the barge, which can be anything you like. The junker hulk has taken a 10 on its Hide check, giving it Hide +21.

Battlefield Features

The junk barge has several features that might hinder or help the PCs.

The Barge: The barge chugs along at a speed of 15 feet per round. Downstream, the river's current adds to this speed; upstream, the river's speed works against the barge, so it can travel upstream only on slow-moving rivers. However, Goggz has a lever near the steering wheel that causes the barge to go into overdrive (Spot check DC 10). In this mode, it travels twice as fast (30 feet per round) but consumes four times as much fuel, so Goggz uses it only when necessary. If this lever is activated, there is a 10% chance each round that the ship has run out of the necessary fuel to keep going and comes to a stop two turns later (the furnace is still hot enough to inflict damage—see below).

Tricky Footing: Junk and scrap cover most of the barge. Characters attempting to run or charge must make Balance checks (DC 15). Failure by less than five results in normal movement rather than a run or charge. Failure by more than five means the character falls halfway through his movement, taking 1d3 points of damage in the process.

Mounds of Junk: Especially high mounds of junk rise from the positions indicated on the map. Each of these is about 15 feet tall. Due to the rickety nature of the piles, scaling them requires a Climb check (DC 20). Failure by ten or more means the PC both falls and the pile collapses about him. In addition to falling damage, the unfortunate PC takes 3d6 points of bludgeoning damage (Reflex save DC 17 for half); everyone adjacent to the mound takes half as much (Reflex save DC 12 to halve it again). Anyone who fails this Reflex save also falls prone.

The Crane: Climbing into the crane's seat requires a move action. Once there (or adjacent to it), as a move action, a character can make a Craft (steam engine) (DC 10) or Knowledge (mechanika) check (DC 15) to determine how the mechanisms function. The character can then perform any of the following actions as move actions:

- Move the crane into position (i.e.: above an object of interest).
- Lower the magnetic hook. Doing so allows the crane to snag the object beneath it. If the object is the junker hulk, the creature is entangled (–2 on attack rolls, –4 to Dexterity) and cannot move more than five feet from its current location. As a standard action that provokes attacks of opportunity, it can make a Strength check (DC 20) (its Strength bonus is +7) to break free.
- Raise the magnetic hook. Doing so hoists the hooked object 20 feet into the air. If the object is especially heavy (like the junker hulk), the crane bends and creaks alarmingly, but holds. Once hoisted aloft, the junker hulk remains entangled but (obviously) cannot move at all. It takes a –5 penalty on Strength checks to free itself from the hook; if it succeeds, it crashes to the deck, taking appropriate falling damage (2d6).
- Release the magnetic hook. Doing so drops whatever it was holding 20 feet to the deck below (or into the water, if the crane's controller moved the crane away from the barge). A creature beneath the crane takes the appropriate damage (1d6 for an object 100–200 pounds; 2d6 for an object 200–300 pounds; heavier objects are unlikely to be found on the barge). If the creature knows the object is coming, the crane's controller must make an attack roll (using base attack bonus + Intelligence modifier) against the creature's touch AC.

Dumping the junker hulk in the water effectively stops it, unless you prefer otherwise. However the creature can survive even if submerged. It might stomp along the river bottom after the barge, angry at the creatures that dislodged it.

The Furnace: The furnace sits beneath the pilot house. Automated machinery monitors it and adds fuel (using jointed metal arms) as necessary. The furnace is hot. A creature standing within five feet of it takes 1d3 points of fire damage per round. A creature entering the furnace (the furnace door is five feet high) takes 8d6 points of fire damage per round.

The furnace also serves as a source of open flame and red-hot coals. The PCs might scoop up coals with the nearby shovels and fling them at the junker hulk; such an attack is a ranged attack that suffers the –4 non-proficiency penalty and deals 2d6 points of fire damage.

The Steering Wheel: PCs who take control of the steering wheel can alter the barge's direction (though the change is slow) or manipulate one of the two levers here. A Craft (steam engine) (DC 10) or Knowledge (mechanika) (DC 15) check reveals their purpose: one engages or disengages the drive to the furnace while the other pushes the barge into overdrive (as explained under "The Barge," above). Pulling one or both levers requires a move action that does not provoke attacks of opportunity.

The Water: Depending on where the encounter takes place, the water can be anything from a still lake to a rushing river. By default, it is a wide (50 feet), slow moving (five feet per round) river. The barge travels downstream a total of 15 feet per round, staying about 20 feet from a given bank.

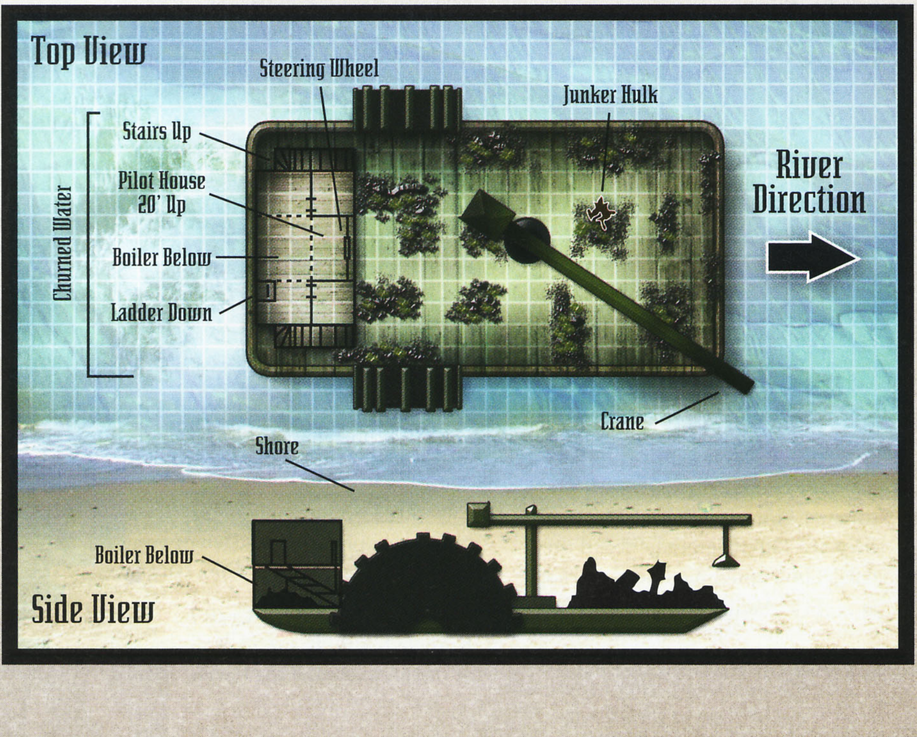
Creatures

The junker hulk is disguised as normal junk. Considering that the junker hulk is made of the same junk that lies scattered on the barge, the disguise is pretty good. Goggz is also present, though whether or not he takes part in the encounter depends on a couple factors (see below).

Tactics

The junker hulk's left hand is an immense claw—once part of a heavy-loader steamjack—that gives it the improved grab and crush abilities. (This claw is another option for a junker hulk ability, and it counts as a slam for the purposes of the junker hulk's feats.)

The junker hulk is wily. It saves its electrical charge attack until it thinks it can disable one of its enemies with it. When using its claw, it usually takes the –20 grapple penalty (making its grapple check –2) to attempt to conduct the grapple while moving about; it plans to thrust enemies into the furnace or dump them overboard.



Whether or not Goggz joins the fight is up to you and to how the PCs treat him. Odds are he simply cowers near the steering wheel, but if the PCs are in trouble or if they were especially nice to him, he can shout encouragement and ideas ("use the crane!"). He might even take action himself, like operating the crane or steering the barge toward shore so he (and the PCs) can abandon ship.

Treasure: The junk on the barge is junk, but Goggz might pay the PCs up to 200 gp (total) for protecting him. (If you like, he and the PCs can negotiate a price during the heat of battle). The PCs might be able to get a 500-gp reward from Engines East or some similar organization if they return the junker hulk's cortex for study or repair, however Goggz (rightfully) claims the cortex as his.

Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities are:

- Despite their inherently dangerous nature, Goggz thinks junker hulks make the perfect guard creatures and goes out of his way to find more discarded cortexes.
- Goggz becomes worried about his safety and hires the PCs as semi-permanent bodyguards, leading to any number of adventures using his junker barge as a base of operations.

Advanced Junker Hulk

CR 7; Large construct; HD 12d10+30, hp 96; Init +3; Spd 40 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp +18; Atk +16 melee (2d6+7, slam); Full Atk +16 melee (2d6+7, slam) and +16 melee (2d6+7 plus improved grab, claw); Space/Reach 10 ft./10 ft.; SA crush, electrical charge (1d6+12), improved grab, rage; SQ construct traits; AL N; SV Fort +4, Ref +3, Will +6; Str 25, Dex 8, Con –, Int 6, Wis 14, Cha 7.

Skills and Feats: Listen +4, Hide +11, Spot +4; Alertness, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam).

SA—Crush (Ex): The junker hulk deals 1d8+6 points of damage with a successful grapple check).

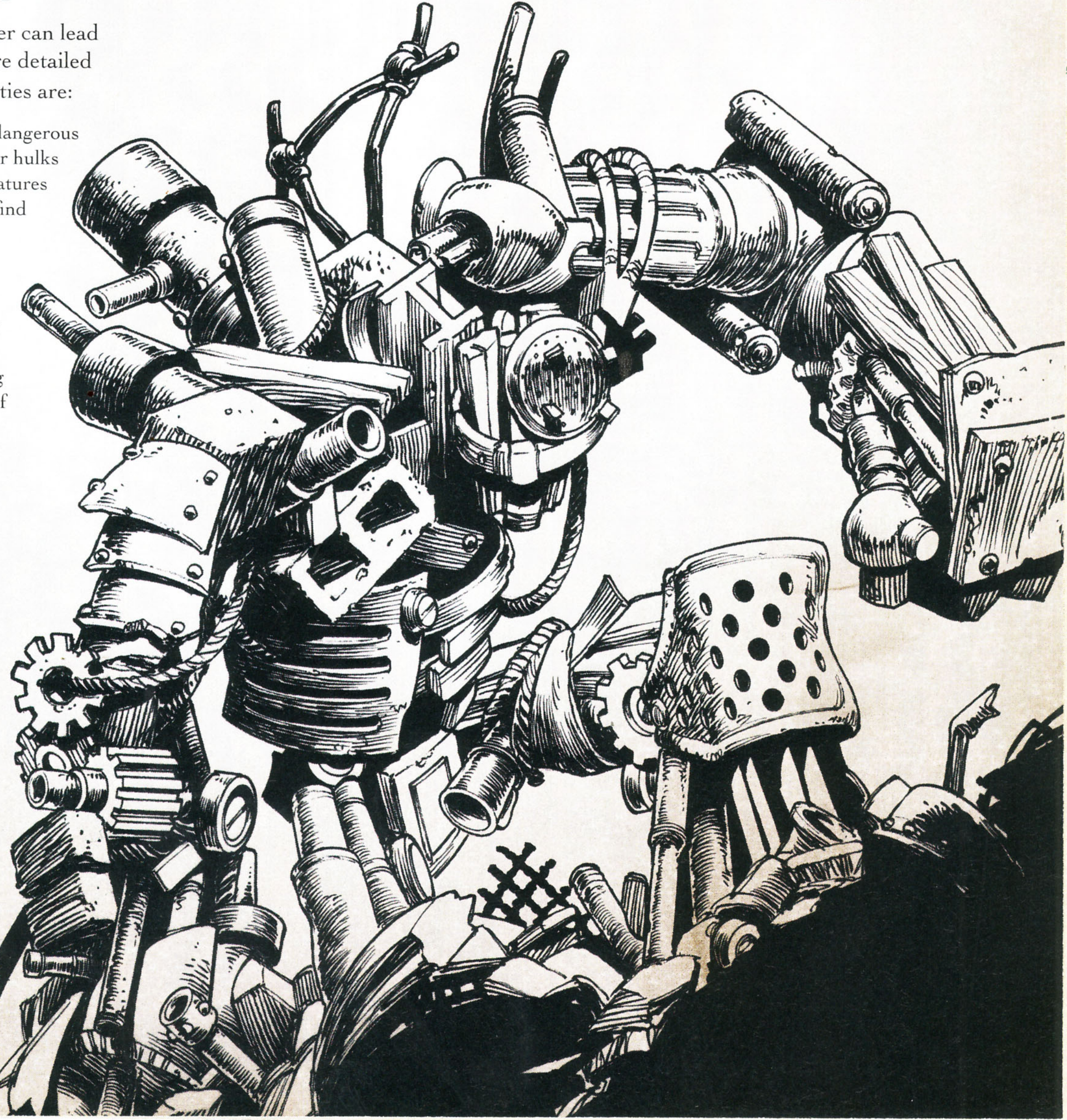
SA—Improved Grab (Ex): To use this ability, the junker hulk must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can crush.

Goggz

Male gobber bodger 3: CR 3; Medium humanoid (goblinoid); HD 3d8+6, hp 19; Init +4; Spd 20 ft.; AC 11, touch 11, flat-footed 11; Base Atk +2; Grp –2; Atk/Full Atk +2 melee (1d6, heavy mace); SA demolish +1d6; SQ bodging, evasion, jack-wrench, tinkering; AL N; SV Fort +5, Ref +3, Will +0; Str 10, Dex 10, Con 14, Int 14, Wis 8, Cha 10.

Skills and Feats: Appraise +8, Craft (mechanika) +8, Craft (steam engine) +8, Disable Device +8, Knowledge (mechanika) +8, Knowledge (local) +8, Open Lock +6, Profession (sailor) +2, Search +8; Dodge, Improved Initiative.

Possessions: Studded leather, heavy mace.



POWER WITHIN

ANIMI TACTICS IN HORDES

By **David 'DC' Carl** · Art by **Andrew Arconti, Matt Dixon, Karl Richardson, & Andrea Uderzo**

Effective use of animi ranks among the greatest strengths of a powerful horde. By tapping into the primal energy of warbeasts to grant additional attacks, accuracy, defensive countermeasures, and more, the mighty warbeasts of Immoren and their warlock masters can shape the field of battle or twist fate itself.

Getting the most out of animi is an art as much as a science, and the following tips serve more as guidelines than actual rules for getting the most from HORDES.

TIP 1. KNOW YOUR ROLE

A solid understanding of each warbeast's animus forms the first step to maximizing the potential of animi. A number of animi serve somewhat similar roles, but their differences often matter more than their similarities.

Take, for example, the animi Tenacity and Spiny Growth. Tenacity is cheaper and Spiny Growth has a defensive element specific to opposing warbeasts, but the right choice for a frontline model goes beyond such considerations. Consider the MAT and RAT of attacks the model will likely endure next turn, as well as the P+S or POW of those attacks. Spiny Growth will reduce the damage to an Angelius, but Tenacity may deny hits altogether. Against Arcuarii or Ambuscading Bloodtrackers, that extra point of DEF turns average rolls from hits into misses, but against CRAs from Venators or Reeves, the extra point of ARM carries more weight.

All animi have a particular role on the battlefield, and maximizing their potential requires both understanding that role and understanding the opposing forces. Even the more situational animi are tools in the box that could spell the difference between victory and defeat.

Knowing your warbeasts' animi and when to use them are crucial to winning in HORDES.

TIP 2. DOUBLE DOWN

A model may only receive the benefits of one animus at a time, but combining the effects of spells, abilities, and feats with animi can create an effect far more powerful than its individual components. The Diminish animus and Xerxis' Armor of Karrak spell combine to give a Cannoneer armor virtually impenetrable to melee attackers.

Many animi look quite good when viewed in a vacuum but only become truly inspiring when properly combined with the other tools available from warlocks and support models/units.

The Troll Axer's ***Rush*** *animus can grant the range needed to initiate a massive swath of carnage via Ironhide's* ***Crusher*** *feat.*

TIP 3. DIVERSIFIED PORTFOLIO

The concept of lists that overwhelm opponents with the same model/unit over and over again has existed for quite some time. Prime-era bonejack swarms or Redeemer rain lists are the early precursors of more recent lists loaded with Woldwardens or Seraphs.

Such lists can definitely wreck ill-prepared opponents, but they sacrifice a great deal of the versatility inherent in warbeasts. A diverse army list can double the spellcasting options of a warlock and unlock previously unavailable tactical options. Such diversity can prove more difficult to master, but rest assured that it also proves far more difficult for an opponent to predict. Whenever feasible, minimize repeat warbeasts to ensure a wide variety of animus options.

TIP 4. SPREAD THE WEALTH

Nearly all animi target a single model, but that's no reason to limit the casting of animi to warbeasts and solos. Clearly, spending boatloads of fury on Far Strikes or Tenacities cannot approach the efficiency of spells like Snipe or Protection of Menoth, but the question does not always reduce to raw efficiency. At times, the effect of a few extra ranged attacks in the right place or a bit of extra protection can well reward even a hefty investment.

Other times, only one or two models really need the assistance an animus would provide. The Troll Axer's Rush or Seraph's Slipstream, for example, can allow a trooper in rough terrain to join a charge in which it could not otherwise participate. A Rhinodon's Amuck animus could allow a Praetorian Swordsman to kill a foe and then join his unit in a charge.

Also note the unique interaction of single-target animi with combined melee attacks or combined ranged attacks tactics. The Dire Troll Mauler's Rage animus can act like three extra Kriel Warriors in terms of the damage roll of a CMA. The Woldwyrd's Arcane Killer animus can boost the attack rolls and damage rolls of a Reeve Huntsman leading a CRA. A single-target animus can help far more than just one model under the right circumstances.

TIP 5. MIGHT AS WELL

Riling warbeasts and discarding a warlock's excess fury are both important aspects of HORDES, but many players perform these activities when they could be casting animi instead. The odds may be slim that an opponent will Sure Foot that Troll Axer and throw it into charge range with a Dire Troll, but anything is possible. There's no real reason to rile a Cannoneer for two fury when she could simply cast Diminish instead.

Learn to quickly assess available animi before riling or discarding fury. Though it's just a little change in play style, it's the little things that make all the difference.

TROLLBLOODS

Trollblood forces have access to a wide variety of animi that fall into three broad categories: offensive buffs, defensive buffs, and threat range enhancements.

The Dire Troll Mauler's Rage really sets the standard for offense-oriented animi. It grants a hefty bonus to strength, enhancing not just melee damage but the distance of throw or double-hand throw power attacks and the damage of slams or head-butts. The Pyre Troll's Flaming Fists also fits into this category, granting increased melee damage rolls and critical Fire without actually altering the model's STR stat.

The Earthborn Dire Troll's Transmute sets the standard for Trollblood defensive animi. An animus that can give even a grizzled old hunter the armor of a powerful beast, Transmute increases the Trollbloods' already impressive survivability.

The Winter Troll's Freezer and Troll Bouncer's Bump both provide additional defensive options. These benefits surpass raw ARM buffs in a few specific circumstances but cannot always measure up to Transmute.

The Troll Axer's Rush and Troll Impaler's Far Strike are exceptional animi for increasing threat ranges. In the right place at the right time, these animi allow a troll player to strike at "safe" models in an opponent's force. Combined with Angus' Cross Country, they allow the oft-straightforward trolls access to cunning sneak attacks. The Dire Troll Blitzer's Repulsion animus can also work in such a capacity when circumstances align correctly.

CIRCLE ORBOROS

Circle Orboros animi focus primarily on various offensive enhancements, bloodcurdling wolf howls, and reaction effects.

Offensive enhancements begin with the raw, frenzy-inducing boost of the Gorax's Primal. Though it only affects living warbeasts, it boosts both MAT and STR and allows a rare control over the frenzy mechanic, guaranteeing that should the warbeast survive, it will tear the nearest model to pieces. The other two offensive enhancements have more limited situational applications but remain good tools at the druids' disposal. The Woldwyrd's Arcane Killer provides a significant offensive boost against targets benefiting from an upkeep spell, and the Gnarlhorn Satyr's Ram provides additional attack opportunities for a warbeast planning to slam.

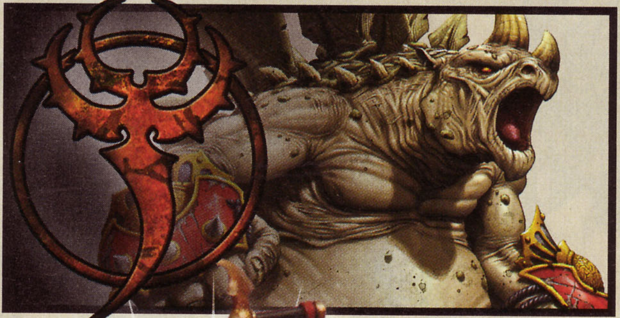
Unlike many terror effects, the two howl animi, Warp Strike and Baying of Chaos, force command checks for *any* models/units in a given vicinity rather than a single model/unit. The odds of failing a single command check run pretty low, but they go up significantly as the number of models/units affected increases. Against the right armies, these animi can truly turn the tide of combat. Against others, Warp Strike is still a POW 13 attack, and Baying of Chaos adds or subtracts a point of fury that can mean the difference between frenzy and control, a valid target for transferred damage or a warlock dying in possession of useless fury points.

The Argus' Reflex and Woldwatcher's Vigilance both allow Circle models to move and attack enemy models during an opponent's turn. While reaction animi are not unique to the Circle, it is worth noting that Vigilance is the only such animus that does not have a range of Self, making it a more versatile tool than similar animi.

The Undergrowth animus is as versatile as the Woldwarden that bears it. It provides concealment for nearby friendly models, lowers the DEF of nearby enemy models, and creates a region of rough terrain for board control. The only down side lies in its 2-fury price tag, which limits what else a Woldwarden can do in a single turn.

Alongside the Gnarlhorn Satyr's natural ***Counter Slam*** *ability, a Circle player can really dish out some serious damage on his opponent's own turn.*

SKORNE



*The Cyclops Savage's **Prescience** animus affects the quality of attacks rather than their quantity and makes for a far more efficient use of fury when attacking.*

Skorne animi split between effects geared towards offense and effects geared towards defense. These no-nonsense animi reflect the faction's regimented military style by allowing them to crash headlong into foes or blunt any retaliation.

The Rhinodon's Amuck and Bronzeback Titan's Rampage both allow a model to make additional attacks under certain specific conditions. Neither animus will come into play every turn, but under the right circumstances both provide a significant boost to damage output.

The defensive list begins with the Cyclops Brute's Safeguard animus, a defensive foil to Prescience that allows warlocks or warbeasts to force re-rolls of attack or damage rolls. The two *HORDES: Primal* titans both serve to limit opposing offense in the vicinity of the warbeast or warlock. The Titan Cannoneer's Diminish provides a raw STR reduction, while Titan Gladiator's Subdue cancels out charges or special attacks. Only the Basilisk Drake's Impact animus (to date) can affect a whole friendly unit, and though cast on offense-oriented models, its effect of pushing models back while cannons, reivers, and catapults wear them down has an inherently defensive character.

The Basilisk Krea's Paralytic Field deserves special note as it has both offensive and defensive elements. It creates a powerful DEF penalty, allowing Skorne models to hit their targets far more easily and also reduces enemy movement, limiting the options available for counterattacks.

LEGION OF EVERBLIGHT

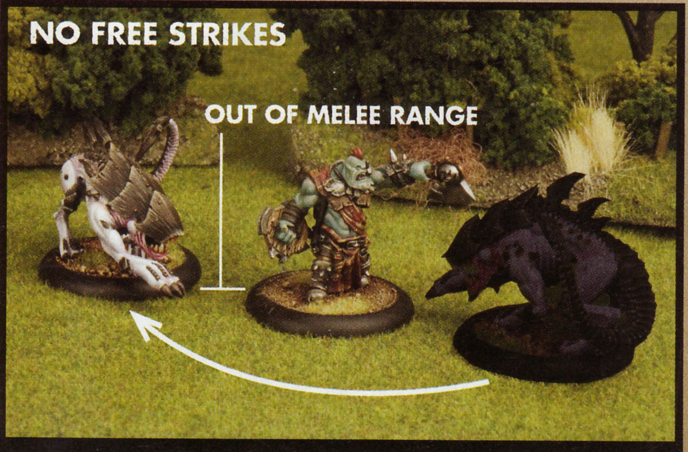
Everblight warbeasts combine reactionary animi like those of the Circle Orboros with the threat range enhancements of Trollbloods and animi that enhance the survivability of their models.

The Teraph's Counterblast, Angelius' Avenging Angel, and Raek's Shadow Stalk all allow reactions during an opponent's turn under various conditions. Counterblast and Avenging Angel both provide immediate benefits in terms of granting attacks, while Shadow Stalk allows preparation for a future offense.

The Nephilim Soldier's Massacre acts as a carnage-oriented twist on the Rush animus. It only allows additional movement if the charge causes a casualty but grants a free attack under those conditions. The Seraph's Slipstream animus bestows 2" of placement, allowing a player to set up a key charge or letting a ranged attacker gain the aiming bonus. Place versus move is a key distinction since "place" effects do not draw free strikes while "move" effects do. This makes Slipstream, like Shadow Stalk, useful for disengaging when circumstances require.

The Shredder's Tenacity and Carnivean's Spiny Growth make a great pair of survivability-enhancing animi. Reducing enemy damage by a fair chunk or reducing both hit and damage potential are great abilities for a warlock to pass out to frontline models.

The Harrier's True Strike animus is the lone offensive buff among the Legion of Everblight models. Not content to merely increase the odds of hitting in melee, the little winged dragonspawn outright guarantees it.



The "no free strikes" clause of Shadow Stalk gives it a defensive use as well. The Raek cannot move away from its target, but nothing in the animus prevents it from moving behind the target and out of melee range.

CONCLUSION:

Every HORDES player needs to effectively capitalize on animi, and this article has provided some tips for doing that. Remember, however, that a warbeast's animus remains just one facet of the overall model. Using warbeasts to best effect requires understanding all their capabilities and how to integrate them with the remainder of your army.

CALL TO ARMS

By **Privateer Press Quartermaster Dan Brandt**

The Occupied Llael and Bloodstone Borderland Tours

Remember, it's never too late to sign up and play in the next Tour! For more information on Leagues, go to:

privateerpress.com/leagues

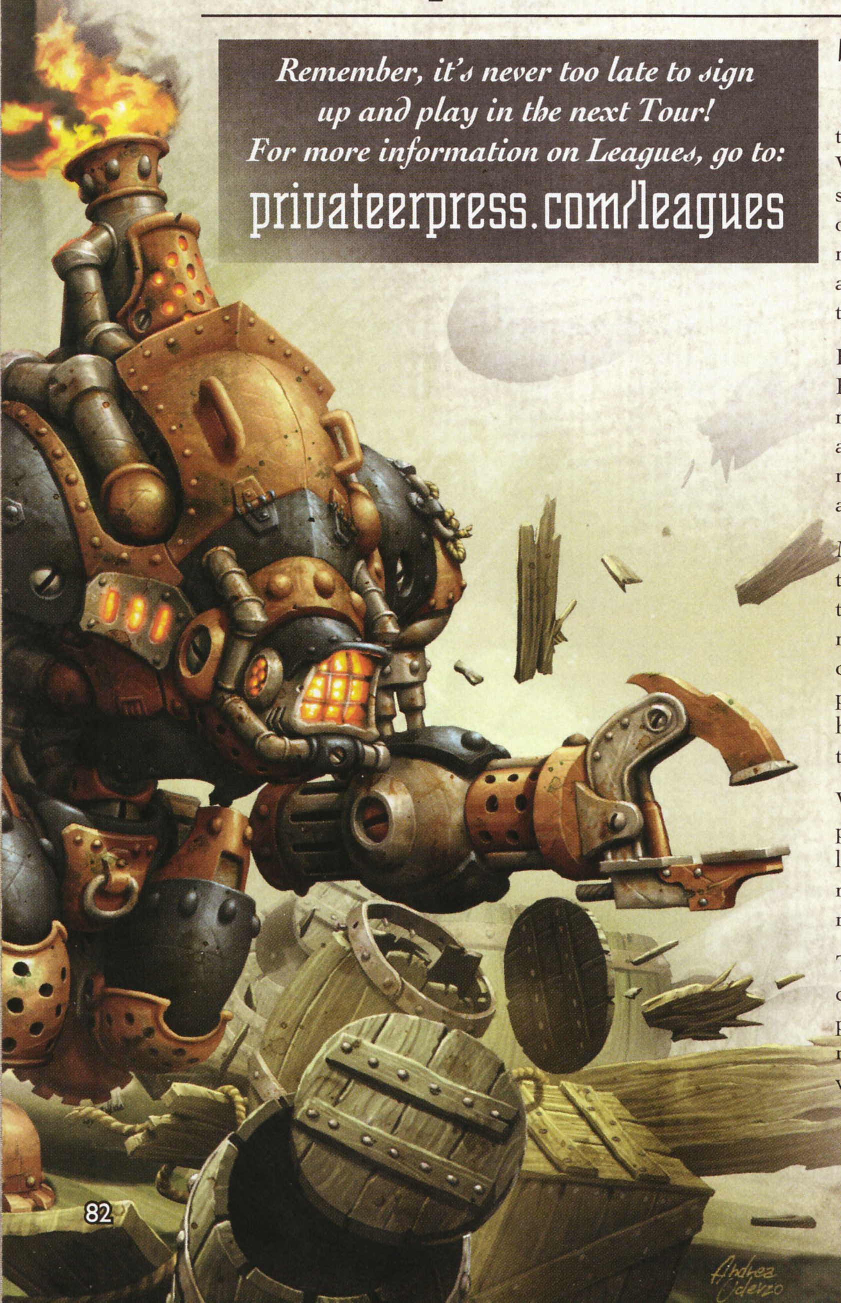
This month sees most players wrapping up the first 2008 Call to Arms League Tour, and what a Tour it's been! As we hope you've noticed, we refined the recipe for amazing Weekly Dispatches a bit since 2007. We threw in a sprinkling of hidden messages, added a hefty serving of conflicting propaganda…*ahem* I mean reports, dropped in a hint of things to come, mixed it all up with our new and improved '08 Call to Arms format, and voila, we got a heaping helping of super happy fun time. (If you can't tell, this new format has me more than just a little thrilled!)

HORDES players finally got a chance to strut their stuff. Being able to play in a league format made with them in mind meant far more opponents to choose from than ever and made movement on the leader boards pretty much non-stop, which we're sure the WARMACHINE players appreciated too.

More factions launching themselves into the fray was not the only thing that had players coming back for more in the Occupied Llael Tour either! We introduced some cool new participation pins for players who just like a memento of their Tour, and four brand new medals so that those players who like a bit more of a challenge in their league had extra goals to shoot for beyond just racing to the top of the Ladder.

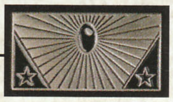
While the Champion medal will continue to go to the player who ends the Tour in the number one spot on the leader board, the other prizes will have slightly different requirements each Tour. After all, the path to victory does not always follow the most familiar road.

These new awards are more than just good looking, of course. With ribbons, Champion medals, participation pins (all unique to each Tour), and different goals for the reoccurring medals, these prizes will keep League play fresh whether you play in one Tour or all four!



CALL TO ARMS 2008 SEASON

Occupied Llael Tour *Awards and Medals*



Participation Pin

At the end of the Occupied Llael Tour, players that met the following conditions received these medals:

Eliminator

The Eliminator award went to players who accrued the most VP's from units they destroyed or cut to half strength.

Relentless

The Relentless medal went to the player who walked away with the longest winning streak, rewarding quality over quantity.

Strategist

The Strategist medal went to the player who managed to win the most games through primary victory conditions.

Warlord

Given to the player with the most League Points at the end of the Occupied Llael Tour.

Bloodstone Borderlands Tour *Awards and Medals*

Participation Pin

In the upcoming Bloodstone Borderlands Tour starting on March 17th, awards go to players that meet the following conditions:

Eliminator

The player who reaps the most VPs from solos by the end of the Bloodstone Borderlands Tour will receive the Eliminator award.

Relentless

The Relentless medal will go only to the player with the longest streak of wins via primary victory conditions, making it even tougher to compete for this award.

Strategist

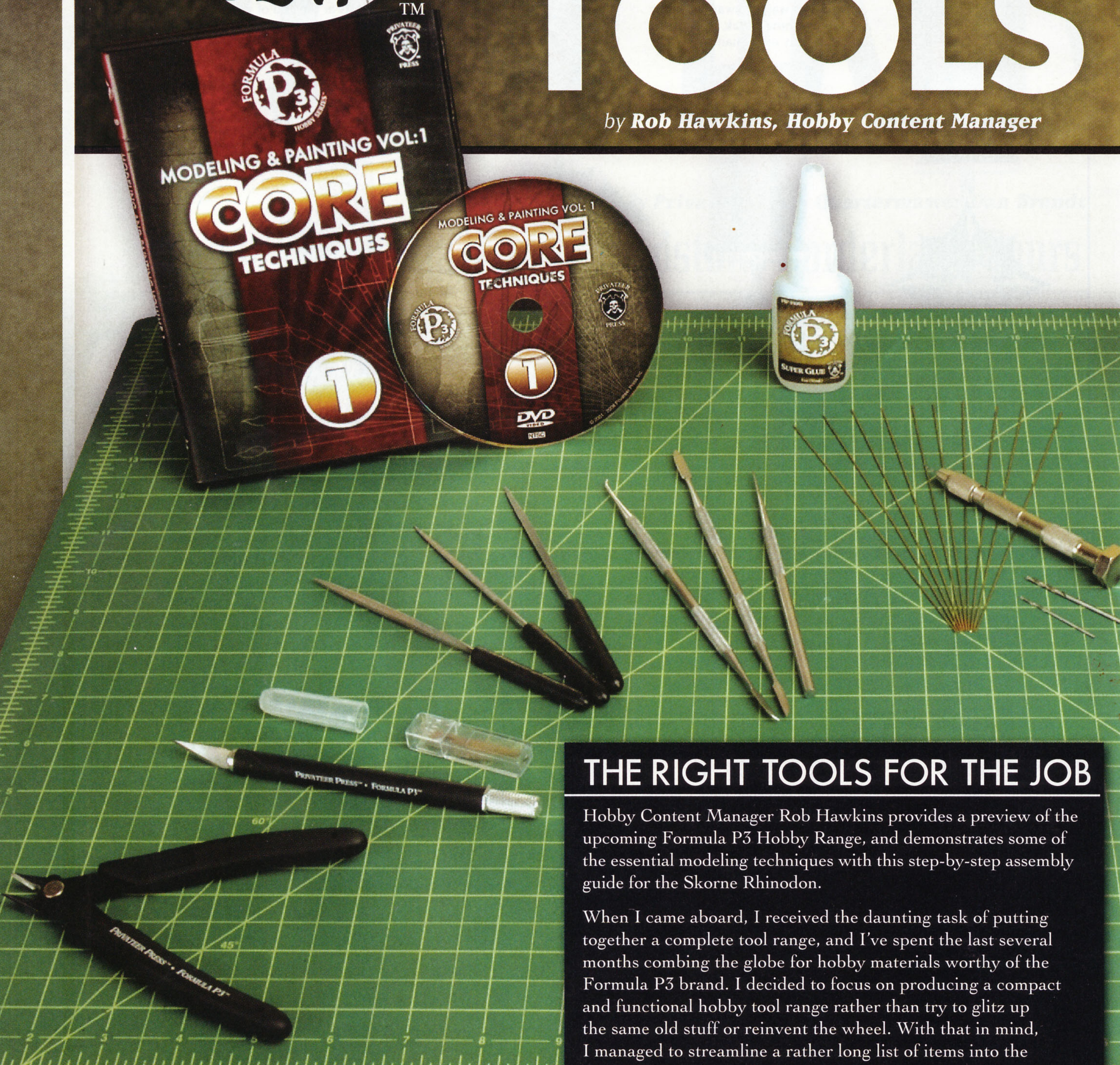
Tactician who achieves the most wins through secondary win conditions will walk away with the Strategist medal.

Warlord

Given to the player with the most League Points at the end of the Bloodstone Borderlands Tour.

ALL NEW HOBBY TOOLS

by ***Rob Hawkins, Hobby Content Manager***


FORMULA P3 HOBBY SERIES
MODELING & PAINTING VOL:1
CORE TECHNIQUES
1
PRIVATEER PRESS
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FORMULA P3
SUPER GLUE
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THE RIGHT TOOLS FOR THE JOB

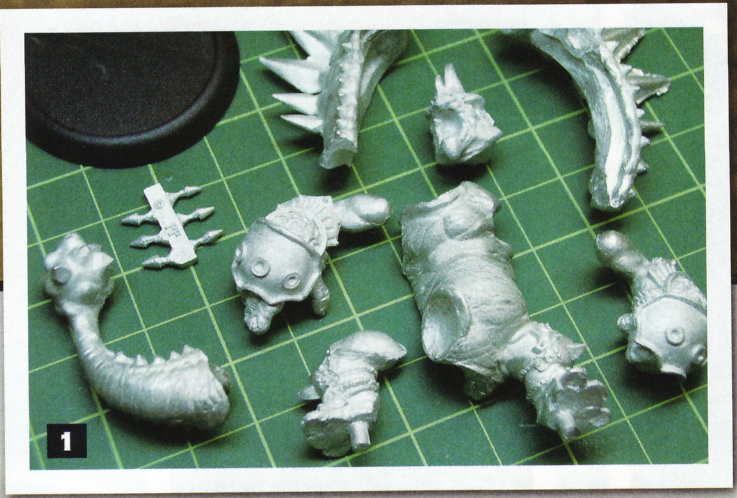
Hobby Content Manager Rob Hawkins provides a preview of the upcoming Formula P3 Hobby Range, and demonstrates some of the essential modeling techniques with this step-by-step assembly guide for the Skorne Rhinodon.

When I came aboard, I received the daunting task of putting together a complete tool range, and I've spent the last several months combing the globe for hobby materials worthy of the Formula P3 brand. I decided to focus on producing a compact and functional hobby tool range rather than try to glitz up the same old stuff or reinvent the wheel. With that in mind, I managed to streamline a rather long list of items into the essential tools that no hobbyist should try to work without.

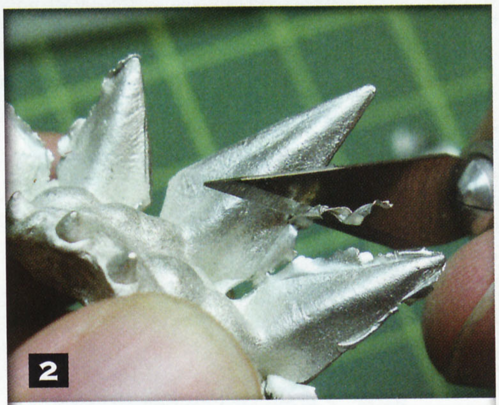
The Formula P3 Hobby Range hits the stores this summer. It contains everything you need to clean, assemble, and paint your models. In this article, we look at how to get the most out of your P3 hobby tools and learn the modeling tricks of the trade as I take you step-by-step through the assembly of the new Skorne Rhinodon.

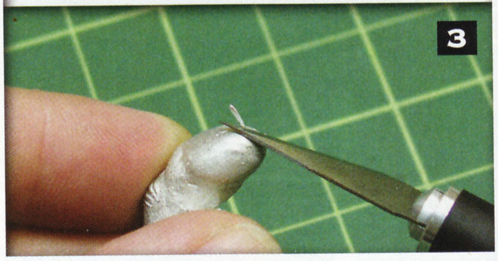
CLEANING THE MODEL

Model assembly is the first step toward a top-notch paint job. Cleaning mold lines and flash ensures that the paint maintains a smooth texture. Drybrushing in particular can pick up and accentuate any leftover mold lines or blemishes, and that detracts from the look of the finished model.



Step 1.) Lay out the pieces of the model to ensure you have all of the parts. Visualize how the pieces go together. Make sure to clean each part before assembly.





Step 2 & 3.)Flash is the excess metal that squeezes out from between the two halves of the mold during casting. Carefully slice around the edge of the piece with the hobby knife to remove this excess metal. You can go back and smooth the edges with a file later.

FORMULA P3
MODELING PUTTY

HOBBY KNIFE

Used for cleaning flash and for scraping mold lines, a knife is also great for cutting styrene card, plastic rod, or aluminum tubing. Scoring parts with a knife before gluing results in a sturdier join.

PRIVATEER PRESS™ • FORMULA P3™

- Rubberized handle for comfortable use and a secure grip
- Anti-roll design
- Includes 5 spare blades and safety cap

SAFETY FIRST!

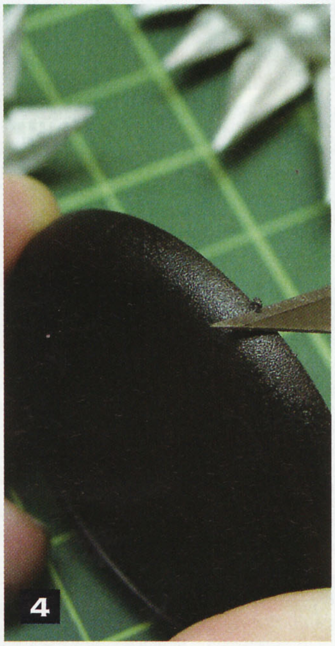
Formula P3 products are recommended for ages 14 and up. They are not for children, and should always be handled with care under the supervision of an adult. If handled improperly, they can result in serious injury. Sharp blades can cause deep cuts, drill bits can cause puncture wounds, and super glue can bond skin.

Before working with any hobby tools or super glue, read and follow all of the safety precautions on the product's packaging, and use all recommended safety equipment.

Ensure that your work area is clear of clutter, well lit, and properly ventilated. Wash your hands thoroughly after handling modeling putty or metal miniatures, and store your hobby tools and super glue out of reach of children.

Remember, models are not toys, and neither are the tools used to assemble them. Always use good judgment when working, and remember: SAFETY FIRST.

CLEANING THE MODEL (CONT.)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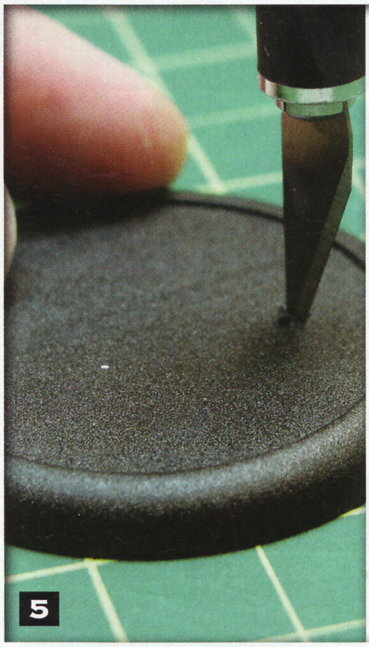
Step 4.) Use the hobby knife to carefully shave the burr off of the plastic base.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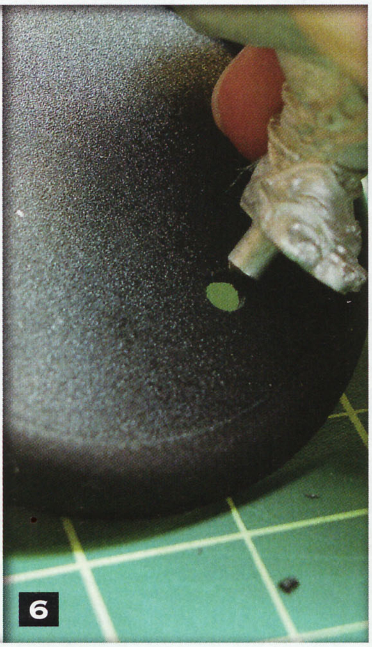

6

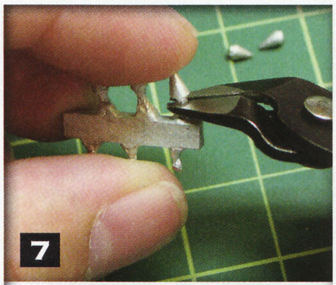
Steps 5 & 6) Figure out where you want the model's foot to stand, poke into the base with the knife point, and gently press in and twist to enlarge the hole. Proceed gradually, and periodically check the fit. Take care not to make the hole too big—you want the peg to fit snugly. Using the leg attached to the body as the model's main support point works best.

CLIPPERS

Use clippers to remove parts from the sprue, to cut off tabs, and to trim the brass rod used for pinning. Clippers work the best for removing small components when converting models.

Privateer Press™ • Formula P3™

- Rubberized handle with spring-return for comfortable use
- Offset blades produce a clean cut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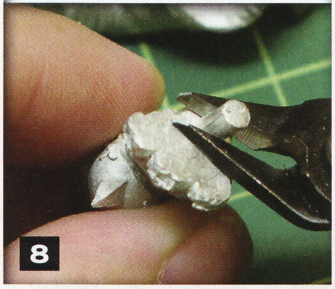
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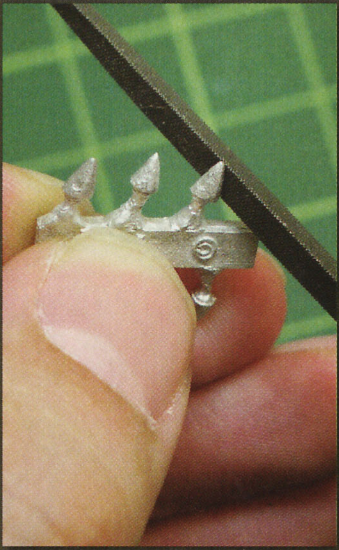
Steps 7 & 8) Clippers make the best tool for removing bits from their metal sprue, such as the Rhinodon's spikes and the tab on its right foot. Keep the flat side of the clipper blades against the part for a flush cut. Take care, since the clipped pieces tend to go flying. Holding your finger over the part or angling the piece toward the desk keeps the part from shooting across the room. Wearing safety approved eye protection is the best way to avoid serious injury.

HOBBY TIP!



Small parts like the Rhinodon's gauntlet spikes can be tough to wrap your fingers around, so handle them while still attached to the sprue. File their mold lines (using the triangular file) before clipping them from the metal frame. Leave them on the sprue until you are ready to attach them, in this case at the last step of the Rhinodon's assembly.

CLEANING THE MODEL (CONT.)

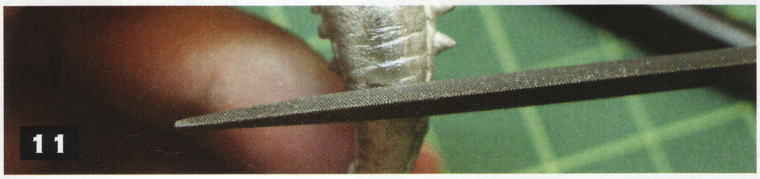
Once you have removed the flash and other extraneous metal, you can file down the remaining mold lines. I've used large file sets, but I always find myself coming back to the same couple of files every time. For that reason, I designed the Formula P3 File Set to include the most useful shapes in only three files. Each one comes in handy on different areas of the model.

9

Round File: This file tapers to a point so that you can fit it into small areas. The round shape has no edge, so it won't mar the filed surface with cut lines. It's very useful on organic shapes like the Rhinodon's head. Use this file when getting into the small gaps between the back plates. For best results, move the round file in a circular motion when filing.

10

Half Round File: This file has a broad flat side and a broad round side and works perfectly for filing large flat areas like the Rhinodon's back plates. The edge of the file is useful for cutting deep notches, like the damage cuts I am adding to the Rhinodon's plates.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Triangular File: The narrow, flat edges taper to a point to allow flat filing in the smallest areas. The corners work well for filing grooves. The Rhinodon has folds in its skin, and the triangular file is great for cutting those grooves back in after smoothing out the mold line.

FILE SET

Use these to remove mold lines, create a smooth finish, and file down unwanted details on models and scenery.

- Thick plastic grips for comfortable use
- Three different shapes to fit every filing need

ASSEMBLING THE MODEL

With the parts clean and ready to assemble, it is time to put them all together. Start with the body and legs and work your way up and out when building a model. Save the head for last to ensure that the figure faces the proper direction to match the action of the pose.

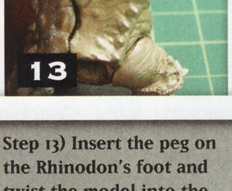
PIP 93093
FORMULA P3
SUPER GLUE
1oz (30mL)

SUPER GLUE

Use this for assembling models. Formula P3 Superglue is formulated for use on metal and plastic models and will bond most materials, which makes it great for building terrain as well.

- High bonding strength
- Rapid curing speed
- Pin cap will help prevent blockages

12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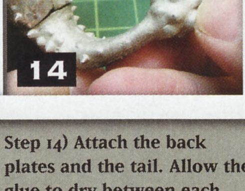
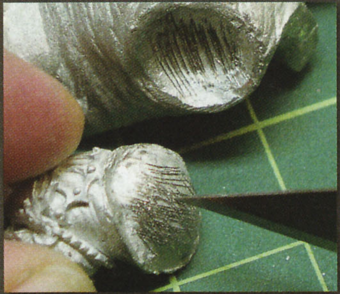

14

Step 12) Attach the leg to the torso. Once dry, apply the glue to the Rhinodon's feet and put it on the base. This establishes the center of gravity.

Step 13) Insert the peg on the Rhinodon's foot and twist the model into the proper position.

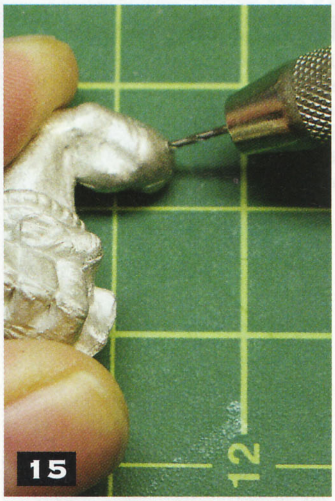
Step 14) Attach the back plates and the tail. Allow the glue to dry between each step.

HOBBY TIP!



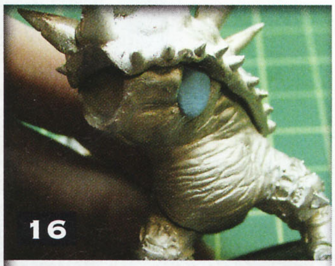
Always test the fit of parts before gluing them together. Score the surfaces you plan to glue with the tip of your hobby knife. "Scoring" simply means making small cuts on the surfaces joined. These grooves provide the glue with a more textured surface to hold on to and result in a more secure bond.

ASSEMBLING THE MODEL (CONT.)



15

Step 15) The .85mm bit works fine for pinning the Rhinodon's arms. Start by drilling a hole roughly 3/16" deep in the arm. Always proceed slowly, and don't press too hard, to avoid snapping the drill bit or slipping and poking yourself.



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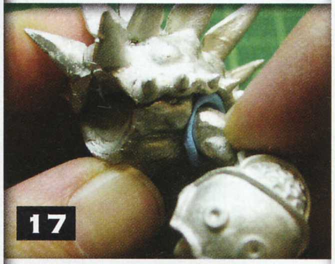

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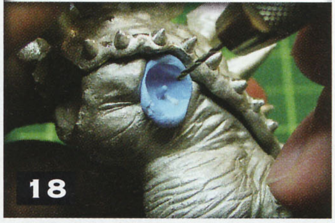
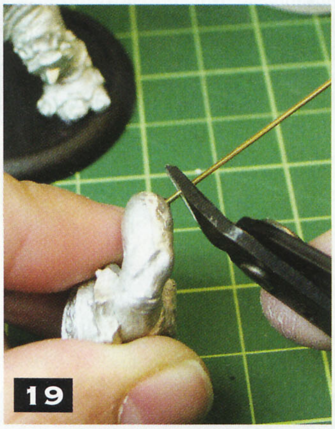


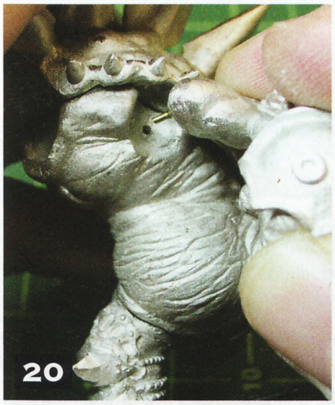
18

Steps 16, 17, & 18) To match up the positioning of the hole in the body, place a blob of blu-tack® in the shoulder socket. Moisten the drilled arm with water to prevent it from sticking, and press it into the blue tac. When you pull it out, it will leave a small blue post in the exact location of the hole. Drilling straight into the post will give you a hole that accurately lines up with the hole in the arm.



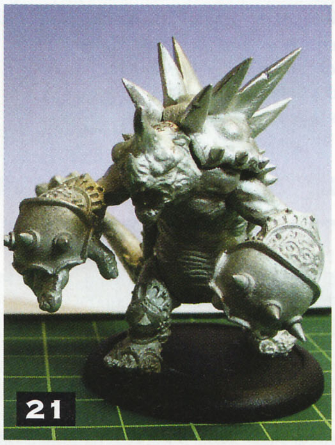
19

Step 19) Superglue the brass rod into the arm, and clip off the excess. Leave about 3/16" protruding.



20

Step 20) Check the fit. If the pin does not sink all the way in, either drill the hole deeper or clip some length off of the pin. Remember to leave enough length on the brass rod to properly reinforce the join. When it fits correctly, glue the arm in place. Repeat this for both arms.

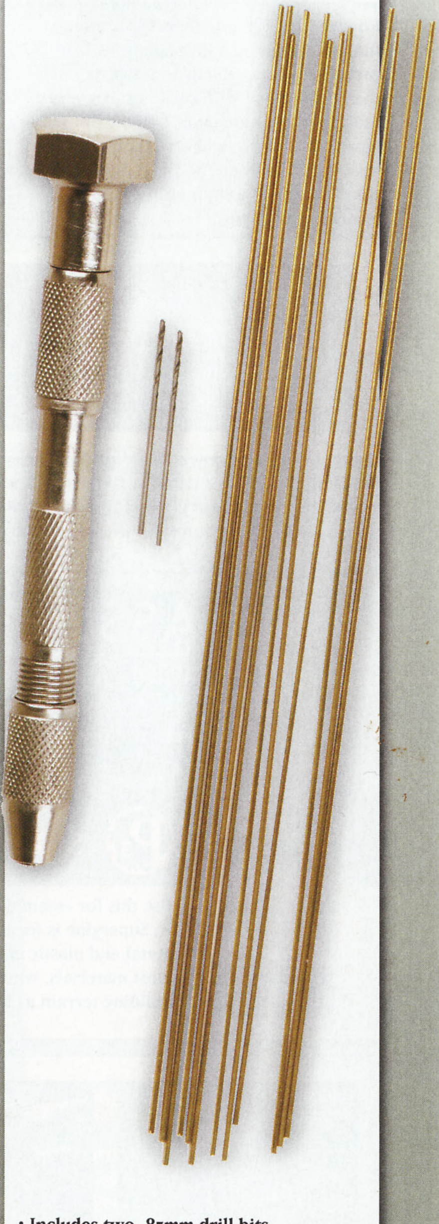


21

Step 21) With the arms securely in place, attach the rest of the parts like the head and gauntlet spikes.

MODELING DRILL & PINNING SET

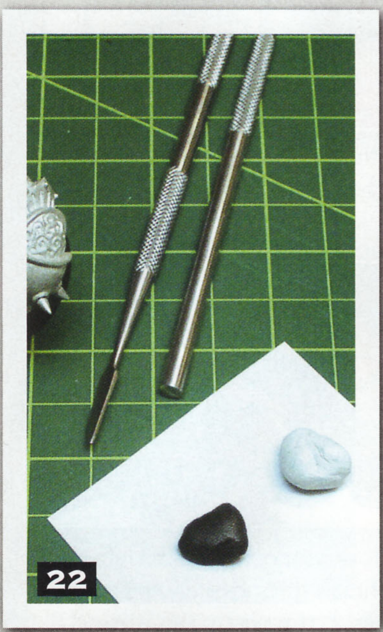
Use this to reinforce attachment points. The modeling drill creates a hole in components into which you insert a small piece of brass rod (referred to as a "pin"). This technique produces a much stronger join when you finally glue all the parts together.



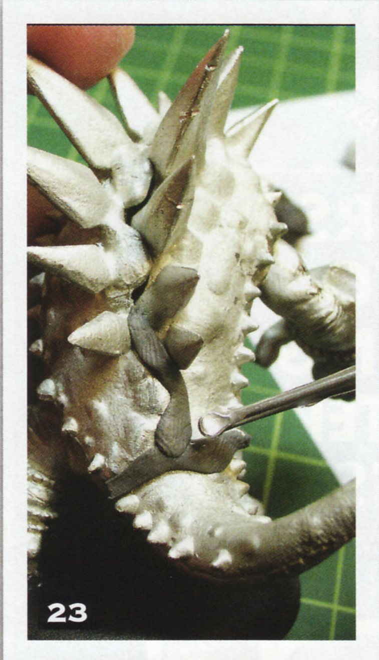
- Includes two .85mm drill bits
- Includes 12 pieces of .85mm brass rod
- Spare collet to accommodate larger bits
- Brass rod and bit expansions available in .50mm, .85mm, 1.25mm, and 1.90mm

GAP FILLING & SCULPTING

After you have assembled the model and the glue has dried, it is time to fill any unsightly gaps. Organic models like the Rhinodon benefit from concealing the joins. Formula P3 Modeling Putty and the Formula P3 Sculpting Set works perfectly for this.



Step 22) Cut off a small amount of the black and white putty. Following the directions on the inside of the package, knead equal parts of black and white together until they turn a uniform grey.



Step 23) Push a small roll of putty into the seams of the model. Press it flat with the round end of the sculpting tool.

MODELING PUTTY

Use this for everything from filling gaps on models to sculpting fine details.

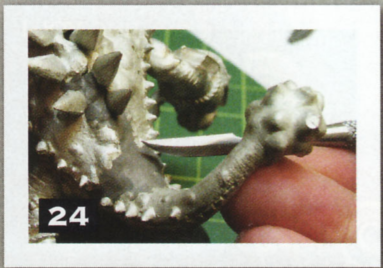
PIP 93103
FORMULA P3
MODELING PUTTY
PRIVATEER PRESS

- Neutral grey color makes sculpted detail easy to see
- No shrinkage
- Very easy to smooth
- Holds sharp edges and fine detail
- Easy tooling and less sticky

SCULPTING TOOLS

Use these when working with Formula P3 Modeling Putty. This set contains three tools with different shaped tips for every sculpting need.

- Set contains the following sculpting heads: Spatula, Pointer, Round Smoothing Head, Curved Blades
- Stainless steel finish



Step 24) Smooth out the putty to hide the seam, and recreate the texture and shape of the surrounding parts of the model. The spatula works best for smoothing large areas of putty, and the various blades come in handy for sculpting the folds in the skin around the neck and hips. Once the putty cures, you can simply file any rough spots into shape.

CONCLUSION

With the model completely assembled, you now have a figure ready to prime and paint. Having the right tools for any job makes the process much easier, so always use Formula P3 hobby tools for the best results. You can find them wherever Privateer press products are sold.

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MODELING & PAINTING VOL:1

CORE TECHNIQUES

1

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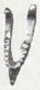
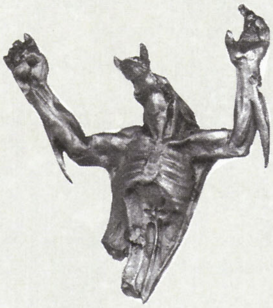
PARTS BIN

JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG

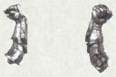
BODY PARTS



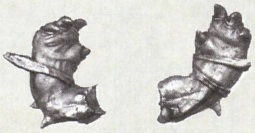
Feralgeist
Mandible



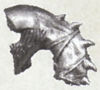
Feralgeist
Torso



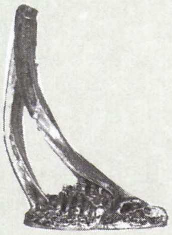
Incubi
Regular Arms



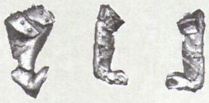
Incubi
Mutated Arms



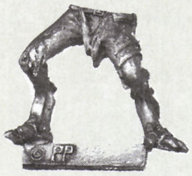
Incubi
Mutated Head 1



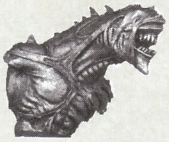
Feralgeist
Base and Bones



Incubi
Mutated Limbs

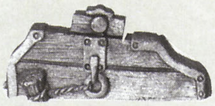


Incubi
Legs 1

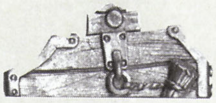


Incubi
Torso 1

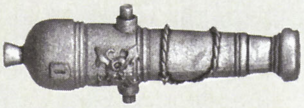
WEAPONS AND MISCELLANEOUS



Sea Dog Deck Gun
Right Carriage

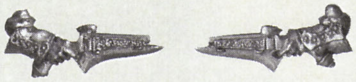


Sea Dog Deck Gun
Left Carriage

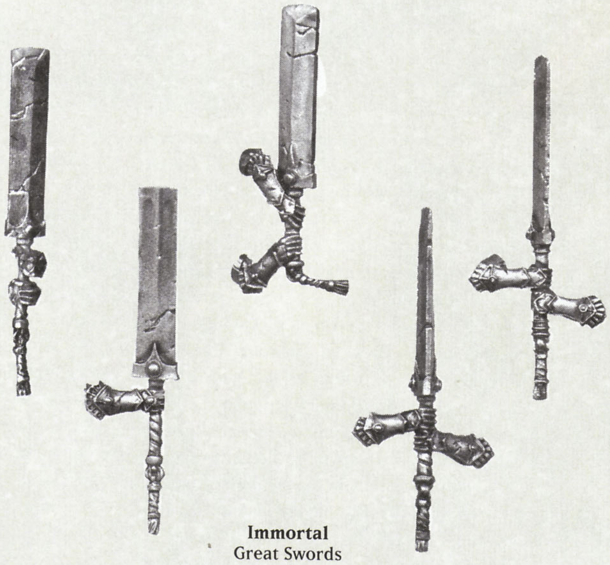


Sea Dog Deck Gun
Deck Gun

Sea Dog Deck Gun
Barrel Swab



Master. Holt
Hand Cannons



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Great Swords

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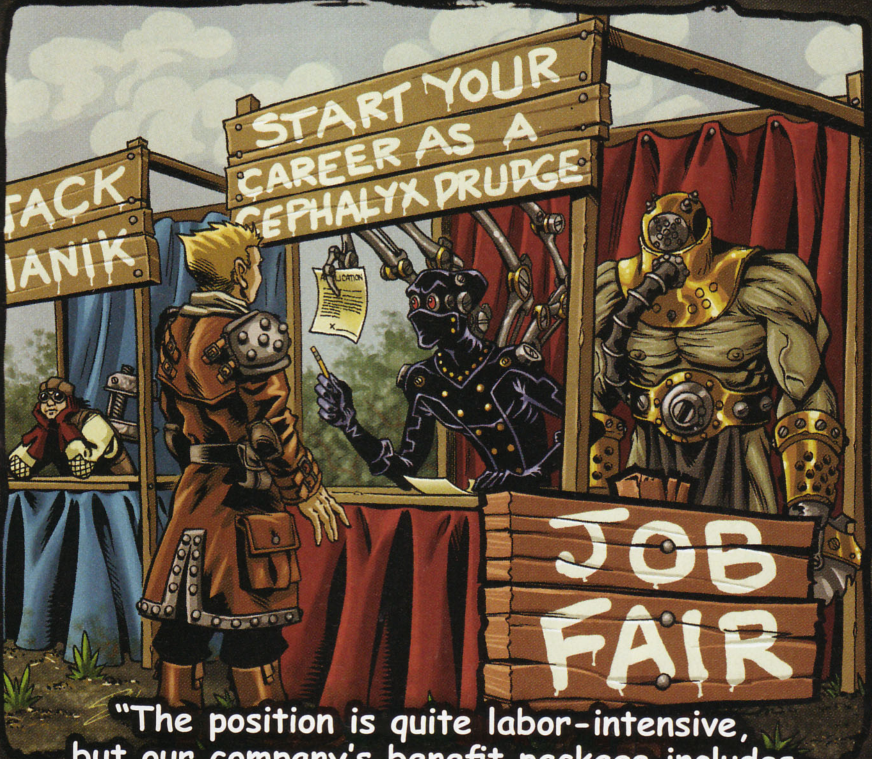
DRAWN·AND·QUARTERED

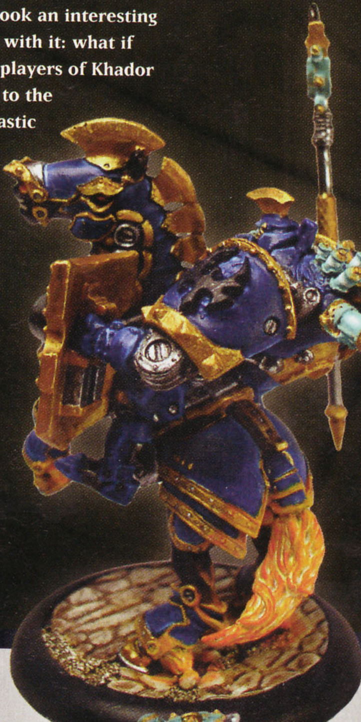
by **Rob Hawkins**

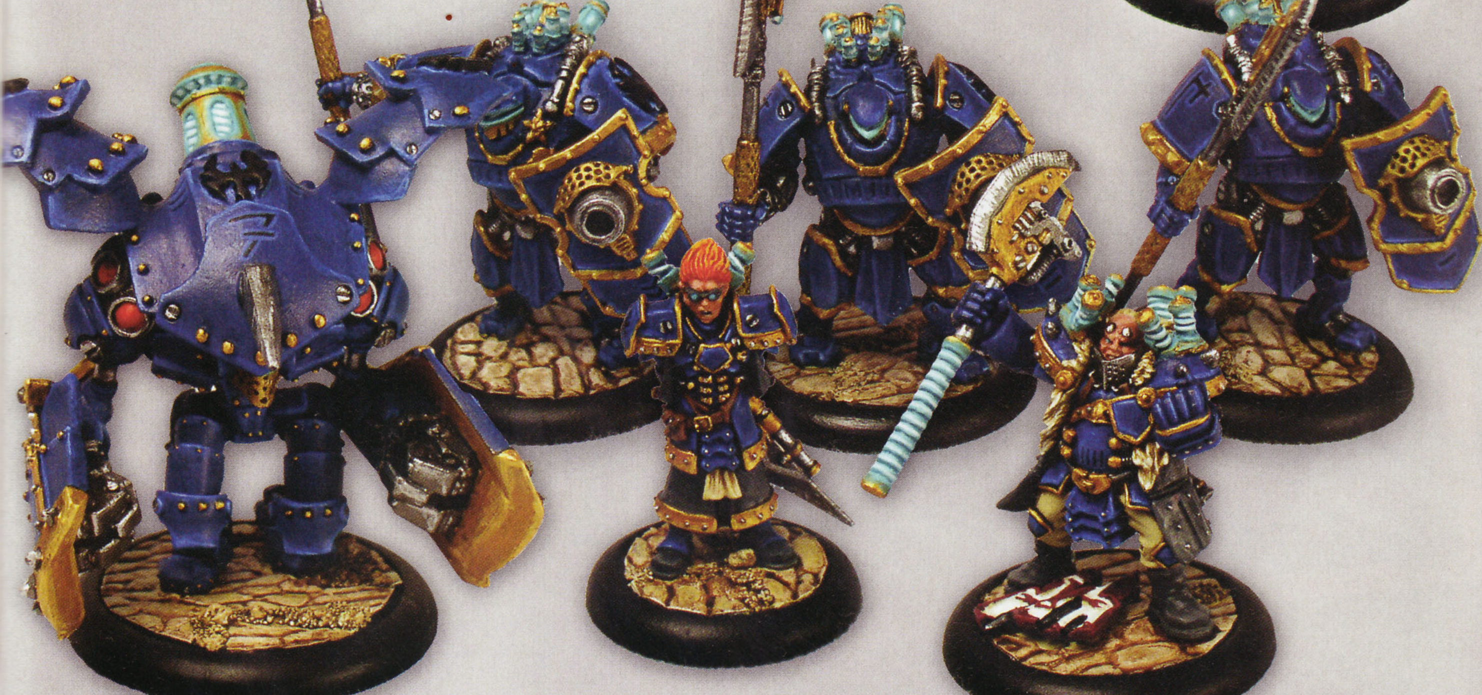

START YOUR CAREER AS A CEPHALYX DRUDGE
TACK
ANIK
JOB FAIR

"The position is quite labor-intensive, but our company's benefit package includes complete medical coverage."

THE PLAYER GALLERY

Timothy Black took an interesting concept and ran with it: what if some of the key players of Khador up and defected to the Cygnarans? Fantastic conversions? Yes. Absolutely traitorous? You bet!

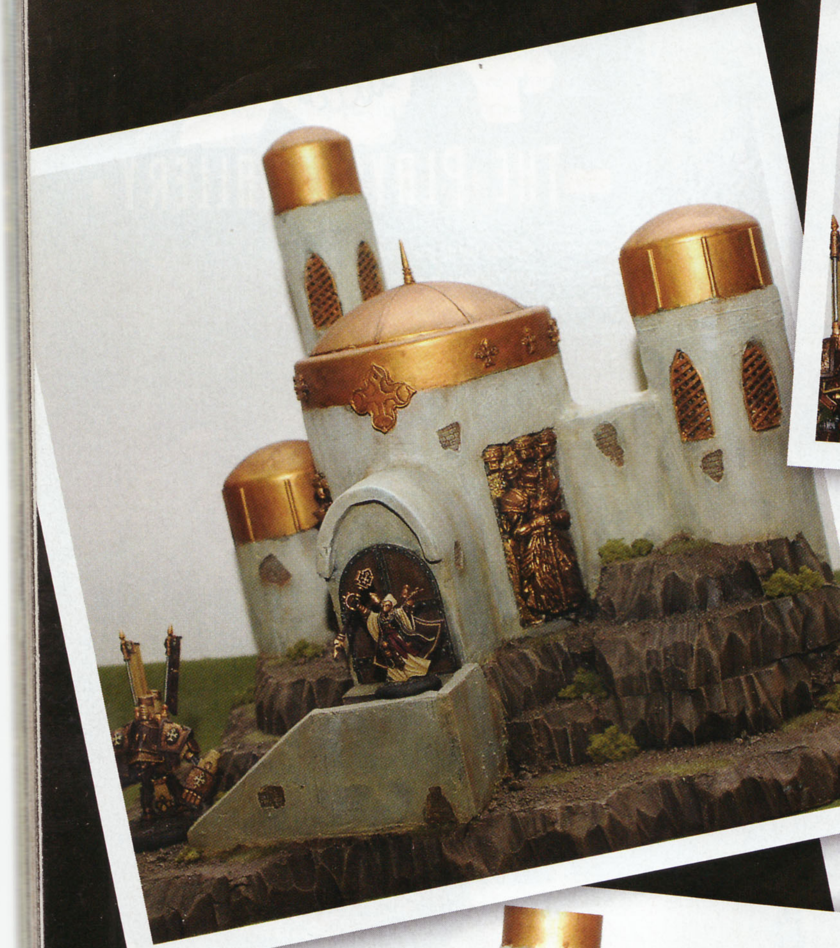




PROTECTORATE OF MENOTH TEMPLE

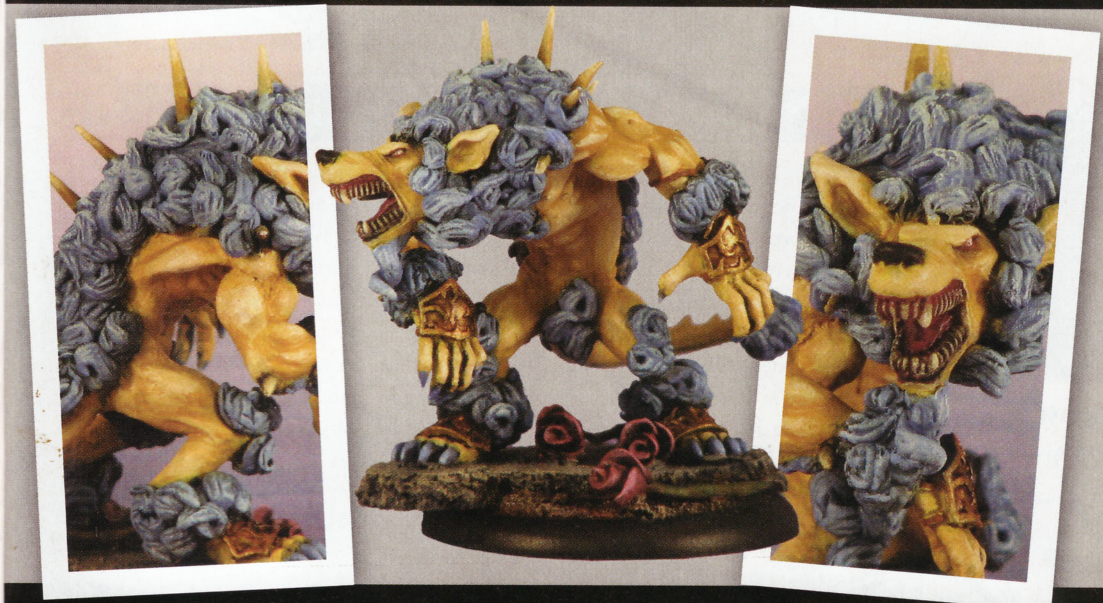
With his creative and detailed terrain pieces, Pat is rapidly becoming a staple of the No Quarter Player Gallery. This temple of the Protectorate of Menoth looks like it could have come straight out of the desert near ancient Icthier.

by Pat Ohta



POMP AND CIRCUMSTANCE CHALLENGE

No Quarter #15 presented the Pomp and Circumstance Challenge, where you were asked to put some spit and polish into your 'jacks, 'beasts, and 'casters, to make them look like they walked right off of the parade ground.



WINNER!

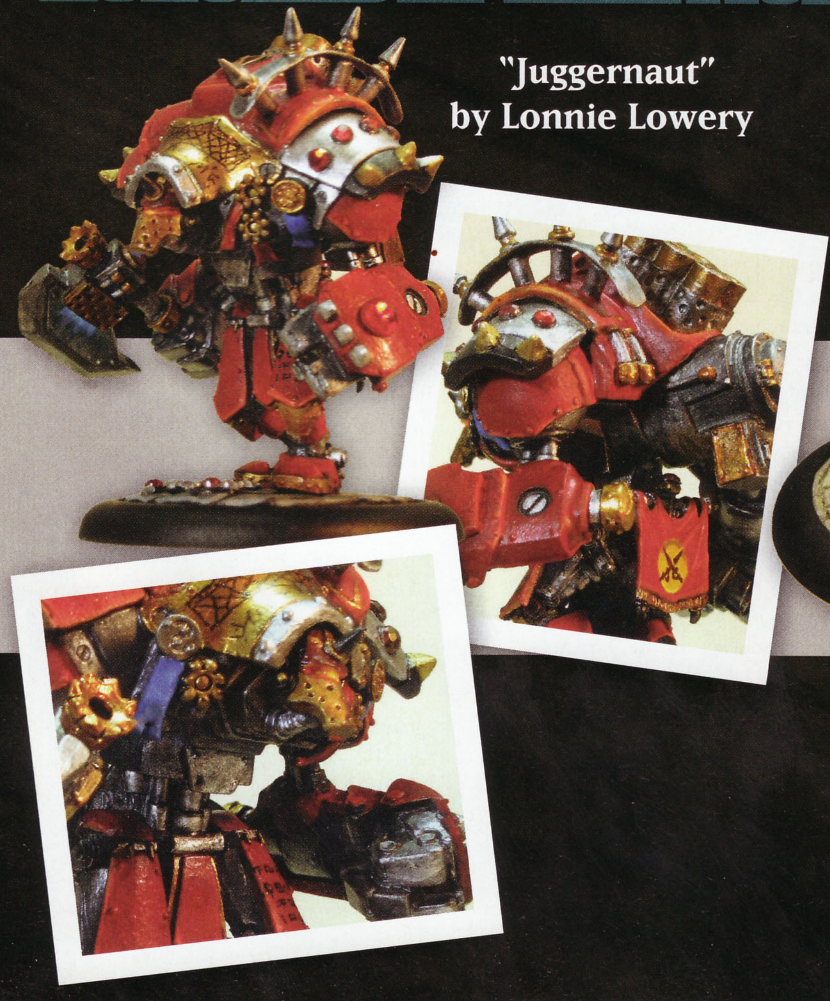
Janci & Drew Olds

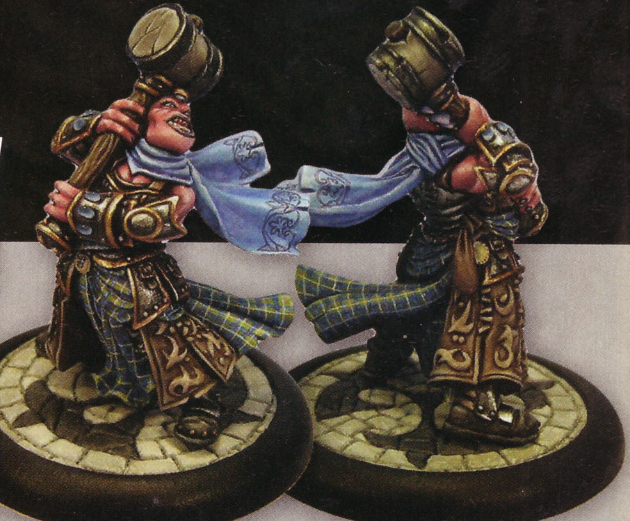
Are the winners (team-effort) of the Pomp and Circumstance Challenge with their Warpwolf. Looking like it came straight from the groomers, this model wins for a fine balance of technique, skill, and nailing the challenge's theme. Just don't call him your lapdog...

HONORABLE MENTIONS

Check out ***page 56*** *for the next Painting Challenge and see if you can* ***Paint Like You've Got a Pair!***

"Juggernaut"
by Lonnie Lowery





"Grissel"
by Brenda Gosman

THE POOP DECK™

In the Next NO QUARTER Magazine

For a Fist Full of Crowns
Legends Mercenaries and Dragoons

Crack the Whip
HORDES Skorne faction tactics

Old School Destruction
The Destroyer in Guts and Gears

PLUS, **Iron Kingdoms Fiction**, the **Slag Troll** in the **Pendrake Encounters**, and **Asphyxious** in the **Gavyn Kyle Files**

What the Heck is *Kaiju*?

With the November '07 announcement of Monsterpocalypse, Privateer Press has been hard at work hammering out the mechanics and crafting the miniatures for this new tabletop game. In order to capture the mood and particularities of the genre, the designers loaded up their Netflix® queues and delved into their past, fondly recalling some of their favorite *kaiju*-related movies.

The Japanese word *kaiju* translates roughly as "strange monsters" and refers to a genre of movies involving huge, monstrous beings demolishing the cities of mankind (Tokyo, for some reason, seems the favorite target of this violence) or attacking each other using the fragile buildings of humans as their preferred arena. Beginning in the 1950s, the rubber monster suits worn by actors as they plow through meticulously detailed scale model sets of the Japanese cityscape became the signature of *kaiju*. Although considered quaint in this age of CGI, this technique (cutting edge for its time) changed the nature of monster movie making. Cheesy? You bet. But, is it awesome? **Hell, yes.**

The grand champion of *kaiju* is, of course, Godzilla® (a mistranslation from its actual name: Gojira™). Thirty stories high and breathing radioactive fire, Godzilla epitomizes the genre with his rampant destruction, full roll call of enemies and allies, and seeming indestructibility. From Godzilla, however, came an enormous list of horrid monsters and noble champions. Some of the most notable included the ubiquitous Ultraman®, the turtle-like Gamera®, and an oddball series called The Space Giants™—a family of human-looking robots capable of turning into jets and the first such series dubbed into English. The list doesn't stop there. Series like the relatively modern Power Rangers® fall into this category, as they feature human-sized, ninja-like heroes out to save the planet from all manner of evil. Even the wholly American King Kong fits squarely into the *kaiju* genre.

When Monsterpocalypse hits the shelves, bust out your copy of *Godzilla vs. Mechagodzilla* to set the mood for wanton destruction!

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Sanctioned by the Motherland, Yuri the Axe and his Kayazy Assassin allies take on Idrian Skirmishers and a Vassal of Menoth.

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NEW AWARDS!

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THE **WAR** HAS ALREADY BEGUN!

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CALL TO ARMS
2008 TOUR SCHEDULE

TOUR	START WEEK	END WEEK
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BLOODSTONE BORDERLANDS	3/17/08	5/5/08
BROKEN COAST RAIDS	9/15/08	11/03/08
CASPIA-SUL INCURSIONS	5/26/08	7/14/08

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